

10 PAGES OF TRICKS AND STRATEGIES

Play Like a Pro: Triple Play 2001, Tony Hawk's Pro Skater, MediEvil 2, and much more!

ZIFF DAVIS

**Official
U.S.**

Volume 3
Issue 10



PlayStation

Magazine

METAL GEAR SOLID 2

SONS OF LIBERTY
One Word: Wow

PS2: WHEN & HOW MUCH?

Only 4 Months To Go
Full Disclosure Page 30



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5 PLAYABLE DEMOS INSIDE Tony Hawk's Pro Skater 2 • Legend of Dragoon
Star Trek Invasion • MLB 2001 • Mr. Driller



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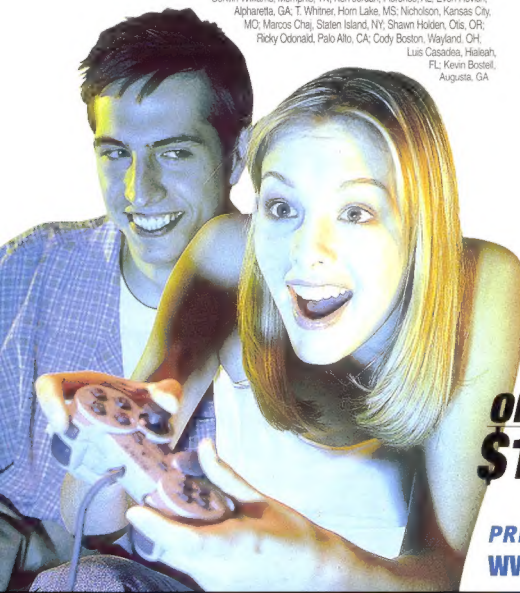
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Assisting us with the new look and design of the Official U.S. PlayStation Magazine was the NY-based design agency, 2FACE. Previously you may have seen their work for the Ford Focus print ad campaign.

ORSON SCOTT CARD

A Hugo and Nebula Award-winning science fiction novelist (and the first author to win both awards two years running), Orson Scott Card is probably best known for the modern genre classic *Ender's Game*.



CHRIS GORE

Does this guy look familiar? You may have seen him before as a presenter on the FX TV show, *The New Movie Show With Chris Gore*. He makes his first appearance this month as a columnist in our Spin section.



TONY HAWK

Mr. 900 himself steps in as a writer this month to provide us with his musings in our Spin section. You may have heard of him. Apparently he's some kind of skateboarder, and someone made a game about him.



JOE TORENIO

Responsible for the wonderful photography that appears throughout our cover story this month, Joe Torenio has previously provided work for magazines like *Wired*, *The Source* and *Rolling Stone*.



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The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the Official U.S. PlayStation Magazine (OPM) remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

COVER STORIES THIS MONTH



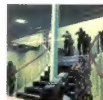
TONY HAWK'S PRO SKATER 2 • 84

Sure to be one of the first really big hits on PlayStation this year. We check out the cool new game, give you a rundown on all the new features, and talk to Tony about life, love and wiping out.



PS2: WHEN AND HOW MUCH? • 30

We finally get a date and a price, plus details of Sony's broadband Internet plans and strategy for the next few years. Only four months to wait now. Make sure you pre-order your system.



METAL GEAR SOLID 2: SONS OF LIBERTY • 24

One of the most eagerly anticipated games ever made an appearance at E3 this year. We have the first shots available, and they look pretty damn special. Everything you see is gameplay...but you won't believe it.



10 PAGES OF TRICKS AND STRATEGY • 110

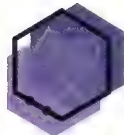
Tons of tricks and advice on how to get through the hard bits in MediEvil II. We've also got all the tips you'll ever need for Tony Hawk's Pro Skater and Triple Play 2001. PLUS! Tons of cheats for the most popular games.

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Everything you need to know to get our exclusive disc up and running

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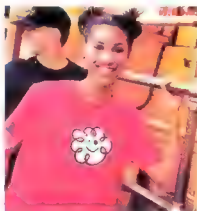
Let us know your thoughts. Write us at our usual address, or send us e-mail at OPM@ziffdavis.com

Spin • 30

News, gossip and culture. If it's happening in the world of PlayStation, this is where you'll find out about it. This month we reveal the PlayStation 2 launch details, plus hot news from E3

Top Secrets • 110

Tricks for the most popular games, plus strategies for Medi Evil II, THPS and Triple Play 2001



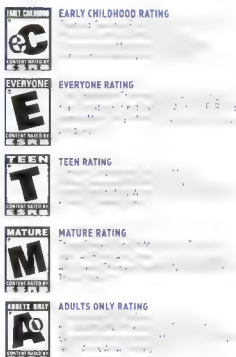
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John Davison
Editor in Chief

Welcome

to the new look of the *Official U.S. PlayStation Magazine*. At a point in time when everything is changing in the PlayStation world, we thought it was time to give the magazine a fresh lick of paint. As you've no doubt noticed by now, we're a larger size, the magazine has been completely changed from front to back, and there are some new faces inside. We'll still be bringing you our exclusive demo disc every month along with the most comprehensive coverage you'll find anywhere, but now we're ready to tackle everything the PlayStation can throw at us. More than 27 million of you now own PlayStations, and with PS2 we're going to see the types of entertainment available on the system broaden considerably. With your input, we'll tackle this in the most thorough and entertaining fashion we can. E-mail us your thoughts at OPM@ziffdavis.com



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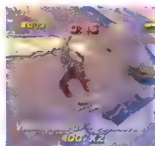
Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

DEMO DISC THIS MONTH



PLAYABLE DEMOS



TONY HAWK'S PRO SKATER 2

This demo is so cool, you won't be able to wait for the final game later this year. Make sure you practice too, because you can play the demo and win \$10,000 if you post your score at www.activision.com

LEGEND OF DRAGONOON TEEN RATING

A surprisingly cool-looking game from Sony Computer Entertainment 1 imitates on is the sincerest form of flattery, then the guys at Square are probably blushing right now, as Legend of Dragonoos pays homage to Final Fantasy in many of its characteristics. Check out the demo and get a taste of the beautifully designed, character-driven story. You'll be hooked. Plus, check out our review on page 102.

MLB 2001 EVERYONE RATING

This year's offering from 989 Sports is pretty much neck-and-neck with EA's Triple Play 2001... just like always. The demo offers 2 1/2 innings of play in an All-Star match, so step up to the plate and give it a swing.

MR. DRILLER EVERYONE RATING

Try a game that's simple, addictive and fun, and you can't argue with it more than Nintendo's Mr. Driller. The premise is incredibly simple: You drill through blocks to get to the bottom of the screen, and you try to do it without anything dropping on your head. It's unbelievably addictive, and Mr. Driller is one cute-looking little fellow.

STAR TREK INVASION EVERYONE RATING

Our cover game on the April 2000 issue, Star Trek: Invasion is the first Trek game to appear on the PlayStation. Rather than focus on the huge capital ships and the strategy involved in moving them around, Invasion tackles the little-seen fighter wing of Starfleet. Developed by the team that produced Colony Wars, this is a seriously good-looking game.

NON-PLAYABLE DEMOS

JEDI POWER BATTLES, TENCHU 2, COVERT OPS: NUCLEAR DAWN

FRED DURST™



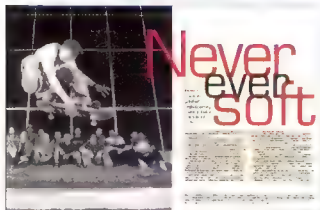
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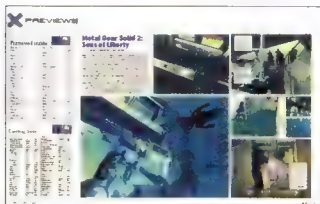
by Marc Eckō



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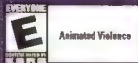
The Amazing Hero is Back!

The logo for the video game Strider 2. It features a close-up of the character Yato's face in the upper left corner, looking intensely forward. The word "STRIDER" is written in a large, stylized, metallic font with a purple-to-yellow gradient and a thick black outline. To the right of "STRIDER" is a large, stylized number "2" in a similar gradient and outline style. The background is a bright yellow with a black, jagged, lightning-bolt-like shape behind the "2". A small "TM" trademark symbol is visible near the bottom of the "2".



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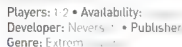
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A photograph showing three individuals in white protective suits and masks. The person in the center is holding a long, white, cylindrical object, possibly a piece of equipment or a sample. The background is dark and indistinct.

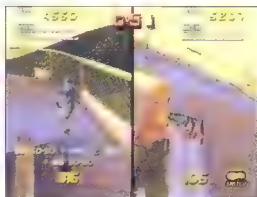
A man in a military uniform is shown in profile, aiming a rifle. The image is grainy and has a high-contrast, almost black and white appearance with some color artifacts.

Non-Playables:
NFL GameDay, NCAA
GameBreaker, NHL FaceOff, Dave
Mirra Freestyle BMX



Need help pulling off Tony Hawk's 900? Start by heading over to the halfpipes. Build up your special meter with nollie handplant combos and grab tricks. Once your speed maxes out and your special bar flashes yellow, give it a try (Right, Down + Circle). Good luck!

the Average Joe kind of guy
 157 children
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1. **Check for hazards before**
2. **Look for more**
3. **Make sure your**
4. **Look for areas on the**
5. **Make a "snapshot"**
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100. **Look for**

Tony Hawk's Pro Skater is sure to be a smash hit when it releases in August. All the features that made the first a success are being improved, while innovative additions will keep the fun going. Want more on Mr. Hawk? Then turn to this month's feature, starting on page 84.

Can you score more than 25,000 points? If you do, you'll get a passcode that'll let you compete in a special Tony Hawk 2 demo high score contest on www.activision.com.

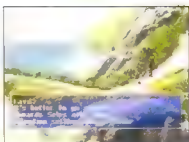


Arguably the best new feature in Tony Hawk Pro Skater 2 is the Create-A-Park mode. With a cornucopia of parts, players can work toward building their dream park by rotating and placing pieces in real-time 3D before saving masterpieces to a memory card. You'll have risers, ramps, pools, rails, benches and other funky objects to play with. The demo gives you a sample of the skate park editor—give it a shot and create a truly killer course.

The Legend of Dragoon

What is it?

The Legend of Dragoon is a role-playing game for the PlayStation 2. It was developed by Square and published by Sony Computer Entertainment. The game is set in a world where dragons and knights coexist. The story follows a group of knights who are chosen to fight against a powerful dragon. The game features a mix of real-time action and turn-based strategy.



What to expect in the full game

When based on the system, the game is expected to be a mix of real-time action and turn-based strategy.

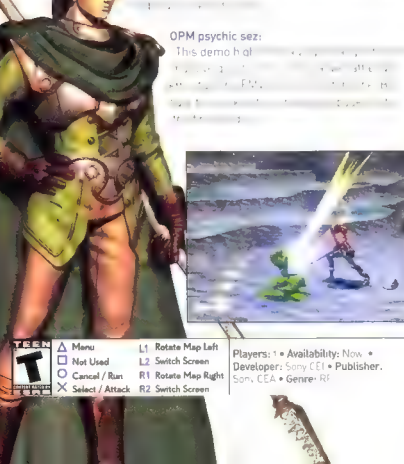


Our Advice

The game is a mix of real-time action and turn-based strategy. It is a good choice for fans of the genre.

The game is a mix of real-time action and turn-based strategy. It is a good choice for fans of the genre. The game is a mix of real-time action and turn-based strategy. It is a good choice for fans of the genre.

The game is a mix of real-time action and turn-based strategy. It is a good choice for fans of the genre. The game is a mix of real-time action and turn-based strategy. It is a good choice for fans of the genre.



OPM psychic sez:

This demo has a mix of real-time action and turn-based strategy. It is a good choice for fans of the genre.



Players: 1 • Availability: Nov. • Developer: Sony CEI • Publisher: Sony CEI • Genre: R1

Mr. Driller

Mr. Driller is a puzzle game for the PlayStation 2. It was developed by Sony Computer Entertainment. The game is set in a world where you can drill through the ground. The story follows a character who is trying to escape from a prison. The game features a mix of puzzle-solving and action.



L1 Not Used
L2 Not Used
R1 Not Used
R2 Not Used



Players: 1 • Availability: Nov. • Developer: Sony CEI • Publisher: Sony CEI • Genre: R1

MLB 2001



MLB 2001 is a baseball game for the PlayStation 2. It was developed by Sony Computer Entertainment. The game is set in the world of Major League Baseball. The story follows a team that is trying to win the championship. The game features a mix of action and strategy.

MLB 2001 is a baseball game for the PlayStation 2. It was developed by Sony Computer Entertainment. The game is set in the world of Major League Baseball. The story follows a team that is trying to win the championship. The game features a mix of action and strategy.



L1 Not Used
L2 Not Used
R1 Not Used
R2 Not Used

Players: 1 • Availability: Nov. • Developer: Sony CEI • Publisher: Sony CEI • Genre: R1

Star Trek Invasion

Star Trek Invasion is a first-person shooter game for the PlayStation 2. It was developed by Sony Computer Entertainment. The game is set in the Star Trek universe. The story follows a team of Star Trek characters who are trying to stop a villain. The game features a mix of action and strategy.



L1 Strafe / Roll Left
L2 Reverse
Switch Weapons R1 Strafe / Roll Right
Primary Weapon R2 Forward

Players: 1-2 • Availability: Nov. • Developer: Sony CEI • Publisher: Sony CEI • Genre: R1

Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

Sony Computer Entertainment America (SCEA) warrants to the original purchaser of the Official U.S. PlayStation Magazine that the demo disc included is free from defects in material and workmanship for a period of ninety (90) days from the date of purchase. SCEA agrees for a period of ninety (90) days to either repair or replace, at its option, the SCEA product. You must call 1-800-345-SONY to receive instructions to obtain repair/replace ment services.

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• Ken Chan
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Jon Masaban • Michelle
Masaban • Kathleen
Lynch • Karen Borowick •
Kerry Haglins •
Riley R. Russell



WHAT A WASTE
OF A PERFECTLY
GOOD RAIL.



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grind session

IT'S A FREE WORLD. SKATE IT.



Defy gravity and the occasional city ordinance at eight insane locations, including true Vans Triple Crown of Skateboarding® events. Dominate the streets and leave the weak behind with six top pros—Ed Templeton, John Cardiel, Cara-Beth Burnside, Will Santos, Pigeon and Daewon Song. Featuring hundreds of impossible tricks, combinations and potential bone-crushing slams. And, just as many ways to trash your buddy's ego. Your ride is here. See how sick you can get.





IS IT THE SECOND ACT OR THE SECOND COMING? IS IT AN EVOLUTION OR A REVOLUTION?

IS IT A SEQUEL OR A QUANTUM LEAP? WHAT IS THE MEANING OF TWO? TOO? TO?

COMING SOON GRAN TURISMO 2



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Pure Crazy

sweepstakes

grind session™

grand prize

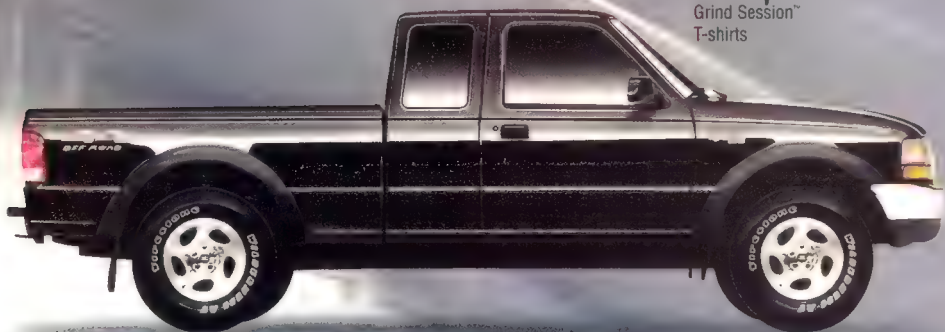
A Ford Ranger XLT 4x4 4-door
equipped with a 3.0L engine

first prize

PlayStation® branded
skateboards

second prize

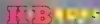
Grind Session™
T-shirts



Visit your local Electronics Boutique or K-B Toys to enter.



SWEEPSTAKES RUNS MAY 23 TO JULY 4, 2000



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LETTER OF THE MONTH



top: Blaming evil video games for their kids' behavior, often in vain. bottom: Kids playing video games.

"I'll raise my own children, thank you very much, and sometimes a 'reality break' of mulching zombies with a chaingun can be very stress-relieving."

CONTACT OPM

e-mail

opmradio@comcast.net
www.video-games.com

snail mail

PlayStation

10000 Oak Brook, L
Oak Brook, IL
60522-3338

fax

If you need to
contact me, please
write to the address
above.



what it takes to
write the Letter of the
Month? Send us your
video game exposés,
tensions (you don't even
have to agree with
us!) and you too could
win an official OPM
Box Of Joy.

New surprises
every month! Send to
the address above or
OPM@iffdavis.com

buy them appropriate
games. I don't
stand cool, I
also buy games
myself, the RE series
Final Fantasy, etc. I
don't care if they
are not around
the point of this letter
is to tell you that
I don't care if they
are not around.

top: Blaming evil
video games for their
kids' behavior, often
in vain. bottom: Kids
playing video games.

QUESTION OF THE MOMENT

This month you raise
the question of the
length of the
game. How long
should a game be?

we'd like to focus
your attention on
the PlayStation2
announcement at
E3 (see Spin). E-mail
us your thoughts to
OPM@iffdavis.com.
Mark your notes
PS2E3

the game is too
long. I don't want
to play a game that
is too long. I want
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is short and snappy.

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PS2 Lackluster Launch? Nah.

It seems like the PS2 is far more of a
ramp-up after its lackluster launch
in Japan. Sony's underdogs

might be able to survive
the under the microscope.

Microsoft's plan to acquire a big
company seems to be a

seems to be a real non-
party support while Nintendo

seems to be making sure that the
entire world overpowers



Kenji K. Cautivo

Manila, Philippines

You think that selling 980,000 systems in
one weekend is lackluster?

Sons of Liberty

Where is the world's Meta Gear Solid Part
Two? I have tried to find any information avail-
able about the game.

I'm playing video
games. I'm not
playing video games.

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QUICK HITS

**RESIDENT
EVIL CODE:
VERONICA ON
PLAYSTATION?**
Are there any
plans to bring
Resident Evil
Code: Veronica to
PlayStation?
Vince@ps2.com

Unfortunately it
looks like Code:
Veronica is a
Dreamcast-only
product. There is
a cool new RE
game coming for
PS2 though.

**ANY MORE
ABE?**
Please don't tell
me that there is
no more. I want
some more of my
little buddy Abe.
Are there more
games out there
I don't know
about? Please
advise.
Ringoban
sepcodan@webtv.net

Abe does appear
in Munch's
Odyssey, but he
shares the spot-
light with another
major character.

PS2 AND OLD JOYPADS AND STUFF

Will old con-
trollers work on
the PS2? Can I
intermingle the
old accessories
like I will use the
PSX games?

Mike Bellman
via the Internet

Most controllers
will work. Our
old Dual Shocks
certainly do. Only
things like the
Multi-tap will
have trouble
because of the
new memory
card technology.





A gothic horror RPG set in the late 19th century.

An Epic tale of murder, mystery and mayhem.

And Koudelka, a troubled yet strong woman, determined to unravel it all.



KOUELKA



SNK



Realistic Blood
and Gore
Animated Violence

COMING JUNE 2000
WWW.KOUELKA-THEGAME.COM



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**Tuvok In Tokyo?**

I've been a faithful reader of your magazine for about a year now, and I've enjoyed it very much. I know and only hope that you'll like my

PlayStation submission. This is the best I've ever done. I made an attempt to make a massive PS2 coverage article for the May 2006 issue. I made an attempt to make a massive PS2 coverage article for the May 2006 issue. I made an attempt to make a massive PS2 coverage article for the May 2006 issue.

Sebastian Fournier
Miami, FL

You think? The hair's kinda similar, but this guy doesn't have pointy ears.

Buffy's Biggest Fan Writes

I am Buffy's biggest fan and I've been reading the game's story and the plot. I've been reading the game's story and the plot. I've been reading the game's story and the plot.

Monica Beach
San Jose, CA

As far as we're aware, the Buffy game will feature voices from the cast of the series although this is yet to be officially confirmed. Expect a 3D action game in a vaguely Resident Evil-style setting.

PS2 Questions, Questions, Questions

I am eagerly awaiting the release of the PS2 game. I am eagerly awaiting the release of the PS2 game. I am eagerly awaiting the release of the PS2 game.

THE SOAP BOX

I was disappointed to see a game called Prima. I was disappointed to see a game called Prima. I was disappointed to see a game called Prima.

Lauren Street
Address withheld

Got something to rant about? Get on our soap box. E-mail us at OPM@ziffdavis.com and mark the subject line as SOAPBOX



could be a game. I could be a game. I could be a game. I could be a game.

C. Arndt
Address withheld

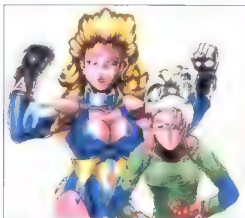
Lucky us, we get another chance to run a Sarah Michelle Gellar pic for you.

1.) Nope, it won't be that easy; everything will be encrypted on the chip. That's part of what the recent news stories were about. 2.) Yep, just one way. 3.) Most companies are developing with this in mind, RRV, Tekken Tag, and many other games look great on a 16:9 TV with the appropriate mode switched on using the Utility Disc.

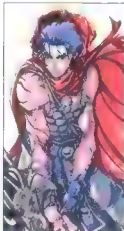
The Reader Art Challenge

Last month we picked up the Reader Art Challenge. Last month we picked up the Reader Art Challenge. Last month we picked up the Reader Art Challenge.

Winner!



Joe Suk Lee, Hixson, TN



James Beaver, Warren, OH



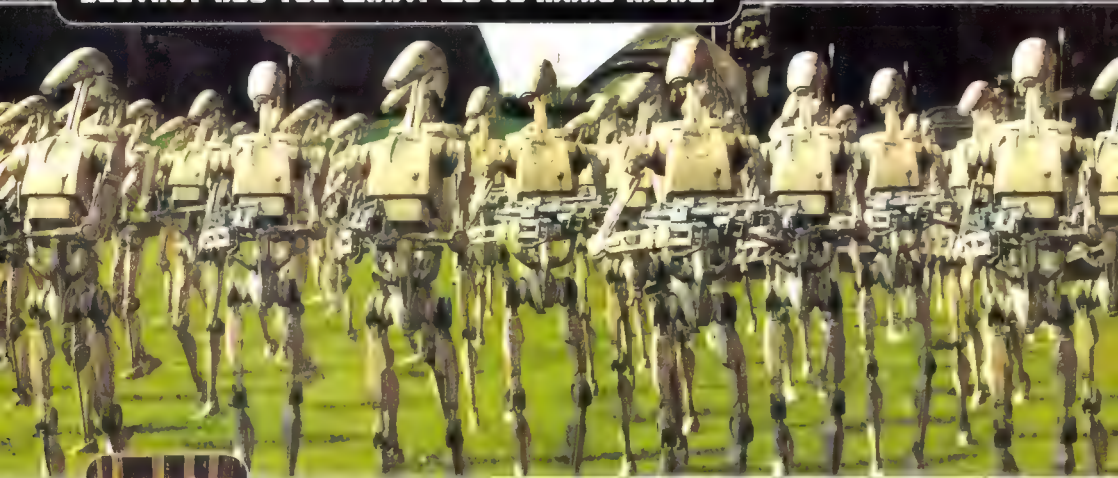
Lea Travus, Bloomfield, New Brunswick



Sherman McClain, Richmond, TX



DESTROY ALL YOU WANT. WE'LL MAKE MORE.



Tread not where you are unwanted. Or pay the ultimate price.



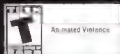
If sheer numbers are not your downfall, alien creatures and mysterious opponents of unfathomable strength surely will be.



But, wise Jedi, the choice is yours. Enter at your own risk.

STAR WARS
EPISODE I
JEDI POWER BATTLES

jedipowerbattles.lucasarts.com
www.starwars.com





CHAPMAN
MACHINING
WORKS
115 10-6



INPUT



READERS' TOP 10

1. Legend of Dragoon
2. Chrono Cross
3. Driver 2
4. Spider-Man
5. Vagrant Story
6. Final Fantasy IX
7. WWF SmackDown!
8. Syphon Filter 2
9. Covert Ops: Nuclear Dawn
10. Star Wars:

Jedi Power Battles
E-mail your most wanted list to
OPMktg@davis.com
Mark the subject line
MOST WANTED

Big Breasts = Good?

In writing reports to the April 2000 letter of the month by Louise, I agree with her that it is obvious that gaming companies [both platform and software] are gearing their advertising efforts toward young men, because as the editor mentioned, young men are the major players of video games. But, this "can" can most certainly be brought up in about every entertainment media. Do you think Lenny McCarthy got a part in *Screen Time* for acting? No, it was because she has big breasts! Sometimes things have to be done. In keeping some of the audience happy because the number one goal is to make money, I am an avid comic book reader as well as a video gamer. It seems that at all, we

ters, and mothers of men who write comics are always moaning to the writers of comics, complaining about the size of the heroine's breasts. But it's not real! Sure, Lara Croft is well endowed, but in my opinion on it doesn't make the game any more attractive. It just isn't very good. And on the other hand, I'm nowhere near as built as Duke Nukem, but I don't hold against him. I don't like the game, but I don't think it's sexist because Duke is slacked and I'm not.

I agree with Louse about the advertisements, they can be offensive to a woman, a nurse. But don't expect me to write *Ninjabun*. Klein, because the guy on their commercial is built and I'm not.

Shawn Borchardt
St. Louis, MO

I'm sure girls will be flocking to you in acknowledgement of your sensitivity, Shawn. You may have missed the point just

"Sometimes things have to be done to keep some of the audience happy because the number one goal is to make money,"

a smidge with your comments, though. While it was admirably "new man" of you to tackle how men are treated as objects these

**CAPTION
CONTEST
WINNER**



"It was evident as early as childhood that Ron Jeremy was destined to become a star."

idurst8206@aol.com

Prove to your friends that you really are the world's greatest living comedian. Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off.



E-mail your captions to
OPM@ziffdavis.com and
mark the subject line

CAPTION CONTEST

This month's pic (above) shouldn't cause too much trouble for you—it's just crying out for something witty.

days too, it's still nowhere near as bad as the crap women suffer at the hands of male games designers. Duke Nukem is a big buff guy that shoots people in the face and grumbles crap one-liners. Comic book women and a lot of video game marketing materials feature women with enormous boobs, tiny waistslines and a penchant for bending over and shaking their groove thing at every opportune moment. They are clearly designed to titillate. Probably the last thing on Duke's designer's mind was to arouse women with him. Or maybe it was. Who can tell?

Who Has The Better Wobbly Monsters?

As far as *Star Trek* being the longest running sci-fi series, I'm afraid that honor goes to *Doctor Who*, which aired for 26 years [1963-1989]. That is six years longer than all the *Star Trek* series put together, and is a FAR superior series in my opinion.

Thomas Fournier
Van laf@bnet.nb.ca

Oh...OK, thanks. Doctor Who had some holes in it to thought didn't it? And some of the Doctors weren't that great. Tom Baker still rules in our opinion.

What's In Your Joy Box?

What exactly is in the Box Of Joy? From looking at pictures, I think I can see some magazines, some clothing, and a few games. Second, who is the woman in the picture holding up one of the various items from the box? She never seems to get any mention.

Brandon Criswell
Redmond, WA

There are all kinds of cool goodies in there: gaming chotchke's, pictures of Todd Zuniga in a Mr. Driller baby-tee, games, magazines and stuff that we just couldn't bring ourselves to throw away. The woman in the picture is the lovely Jennifer Whitesides, she's actually the Senior Copy Editor on our sister magazine *Electronic Gaming Monthly* but she hangs out with us sometimes too.

Will you still play your PlayStation after the U.S. PS2 launch?

75% Yes

25% Nd

QUICK HITS

LARA'S GUNS

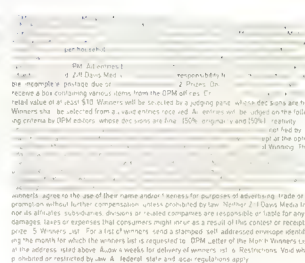
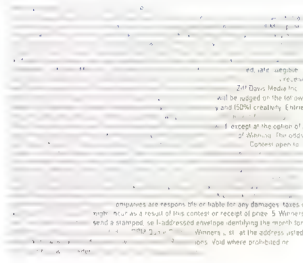
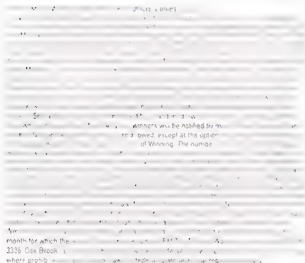
In your April 2000 issue, Marcus J. Nanum comment-

ed on the way. Lara is holding her Desert Eagle in the new ad. There is more than likely nobody in the world that could fire a Desert Eagle with one hand because of its extremely strong recoil, so she certainly isn't firing Desert Eagles, they're more likely .45 mags. Have no fear, her thumbs will be fine.

Bob Diehn
via the internet

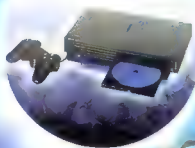
*I'm sure we'll all
sleep a lot easier
now.*

Official Contest and Sweepstakes Rules



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SPIN

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PLAYSTATION2: THE FUTURE OF ENTERTAINMENT

October 26, 2000. Remember that date. That's when we'll all bear witness to the largest consumer product launch in history—the PlayStation2 in North America.

RELEASE DATE

10-26-00

RELEASE PRICE

\$299

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Expansion bay for
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DVD-video playback
capabilities built
into hardware

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Dual Shock2
analog controller

MSRP OF
ADD-ONS

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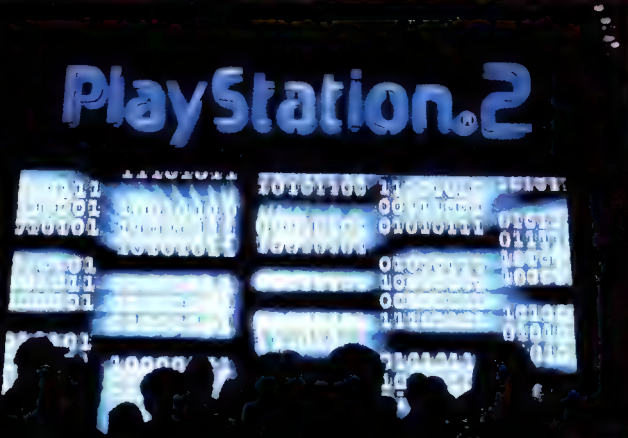
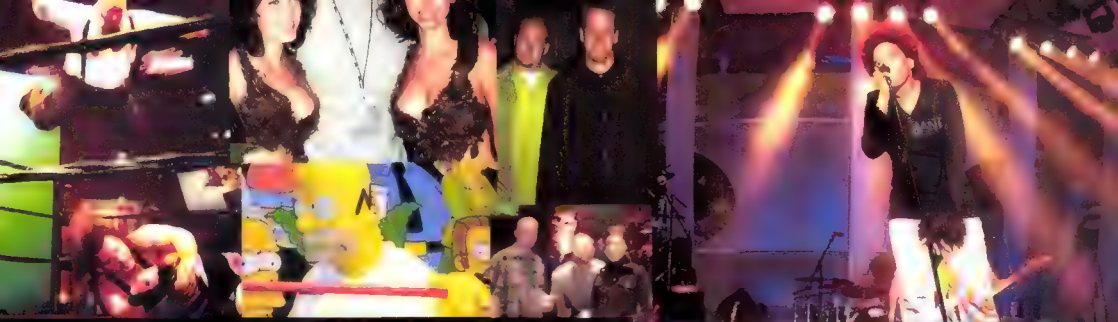
Photo: © Sony Computer Entertainment Inc.





O'Leary, M., M. J. M. & M. J. M. & M. J. M.
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Foreman, R. & M. J. M. & M. J. M. & M. J. M.
Brett, F. J. & M. J. M. & M. J. M. & M. J. M.
Ham, T. & M. J. M. & M. J. M. & M. J. M.





DEST

WATCH ARROWS



WATCH ARROWS

Nothing could compare to the mystical powers of *The Divine Tree*. Massive, yet graceful, it gave birth to all living things. But the beauty of the tree could not hide an ugly bluish in the land of floating cities. The Wingless reigned superior. The Drageles

The Kingdom of Destina is a subsidiary of Sony Computer Entertainment Inc. All rights reserved.



Bruce Campbell: Who's Laughing Now?

By [illegible] and [illegible]

[illegible]

the King THQ Evil Dead: Hail to

[illegible]

people are like. Well, you should have sort of an attitude like Ash...but not Ash...but like Ash." He rolls his eyes. "So I try not to

[illegible]

to play the same character without having to be covered in blood

[illegible]

It's fun

[illegible]

director Sam Raimi

[illegible]

Evil Dead

[illegible]

I'm flattered by the fact that they're copying me, but I think it would be

[illegible]

[illegible]

[illegible]

[illegible]

[illegible]

PlayStation Aptitude Test

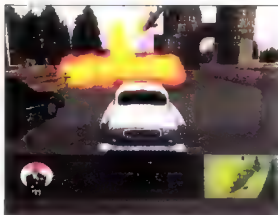
Think you know your PlayStation games? Take the PlayStation Aptitude Test (P.A.T.) each month and see how good you really are.

1. Star Wars Demolition is to Vigilante 8 as Tony Hawk's Pro Skater is to...
a) The Hard Trilogy
b) Apocalypse
c) Bubsy 3D
d) The Fifth Element
2. "PlayStation" was originally a term for a peripheral for which system?
a) Sega Genesis
b) NEC PC Engine
c) Atari Jaguar
d) Nintendo SNES
3. Threads of Fate is to Dew Prism as Covert Ops: Nuclear Dawn is to...
a) Spec Ops
b) Operation Mindcrime
c) Nuclear Strike
d) Chase the Express
4. Angelina Jolie is to Lara Croft as Rhona Mitra is to...?
a) Nina
b) Lara Croft
c) Chun Li
d) Mystique
5. Take the number of PS2s reported to have been sold the first weekend on sale in Japan, divide this by the number of last Final Fantasy game released in the U.S. so far. Add to this the number of issues of the Official U.S. PlayStation Magazine there have been (including this one) and then divide that by the number chocolate bars there are in a Twix. Now add the number of skaters in Tony Hawk's Pro Skater 2...and the answer is _____.
6. Nightmare Creatures II is to Rob Zombie as Soul Reaver is to...
a) The Guy
b) Matthew Winter
c) The Guy
d) The Guy
7. The man who designed the PlayStation was...
a) Hideo Kojima
b) Shigeru Miyamoto
c) Ken Kutaragi
d) Phil Harrison
8. Alone in the Dark: The New Nightmare is the latest in a series of games. If it had a number, what would it be?
a) 1
b) 2
c) 3
d) 4
9. Which game features a warrior named Samanosuke, a princess called Yukihime, a Warlord by the name of Nobunaga Oda and a castle called Inabayama?
a) Romance of the Three Kingdoms
b) Onimusha Warriors
c) Rising Sun
d) Legend of Dragoon
10. Take the number of Crash Bandicoot games released so far and add this to the number of Tomb Raider games. Multiply the result by the number of Enix's next Dragon Quest game. Take away from this the number of available cars in Driving Emotion Type S...and the answer is _____.

ANSWERS
1. D 2. B 3. C 4. A 5. 10
6. C 7. B 8. D 9. B 10. 1

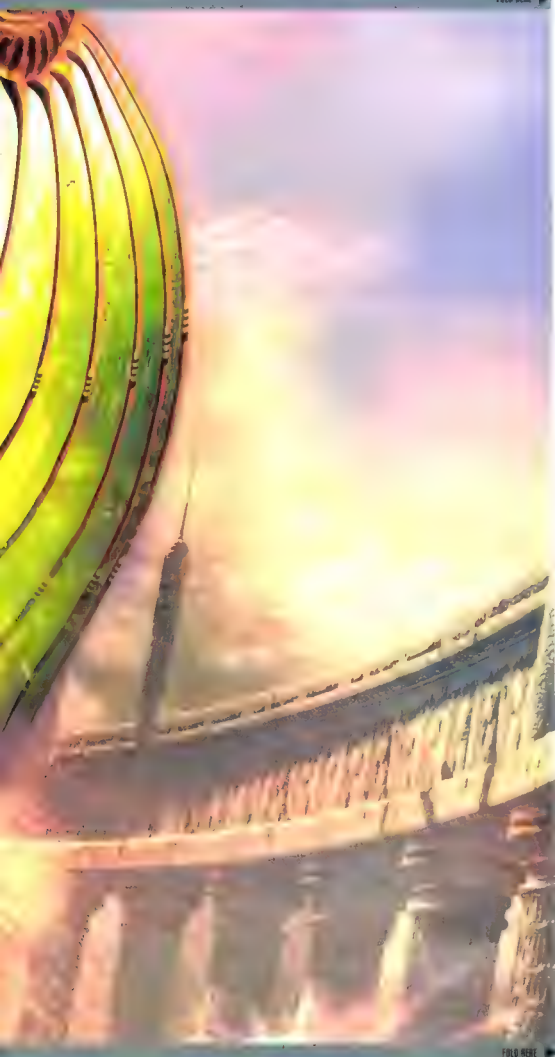
James Bond Racing Game

Electronic Arts is currently working on a racing game for the PlayStation that uses the James Bond license. Tentatively titled 007 Racing, the game will allow you to take control of Bond and drive through levels jam-packed with typical James Bond ramps and obstacles. And throughout, you'll be equipped with all sorts of weapons and gadgetry. 007 Racing is being targeted for late 2000.



were a powerful race in their own right. And the humans lived as slaves. Divided by hatred, a battle for freedom would ensue. Armed with the spirit of the Dragon, the humans prevailed. And all races now live in peaceful harmony. But beneath the

FOLD HERE



FOLD HERE

trickily take a mysterious prophesy. The emergence of an eternal love. Worshipped, yet feared; no one knows what reverence will bring. Infinite peace and happiness for all? Or the darkest evil imaginable?

Three Crazy Questions with Mat Hoffman

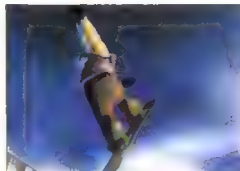


OPM: Is there an brewing between skaters and bikers?

OPM: So, Mat, how did the game come about? Did Activision approach you, or did you just hang around their office until they said, "Alright, fine. We'll make a biking game!"?

OPM: Do you remember the worst crash you've ever had?

Is ESPN Konami's Ticket to Success?



OPM: Any ESPN guys not interested in doing the games?

OPM: Since Konami hasn't really shown a big sports presence in the past, have you gone out and found people who know sports games?

OPM: How will the ESPN commentators be involved in the games?

OPM: So what about Hockey? Are you working on any PS2 hockey games?

OPM: Can you give us some estimate of how much commentator speech you plan on loading into the games?

They'll sell you an **R-rated movie**, but not an **M-rated video game**

Illinois Attorney General Jim Ryan is **trying to remove M-rated games** from stores, while **porn publisher Vivid Video** does its best to **get a new line of "R18" PlayStation 2** games into **retailers across the nation.**

Ward's, an upscale shopping mall in St. Louis, has a stop carrying World's games in any of its stores following Attorney General Jim Nixon's lobbying of major retailers. Although not a major video games provider by any stretch of the imagination, World (formerly known as Montgomery Ward) is apparently the first chain to cave in to pressure from politicians. We've since heard that Sears is also targeting Bible's, Best Buy, Circuit City, K-Mart, Sams. Target and Wal-Mart. (Remember those yard sales?)

Digging deeper into the story, we've no doubt have you commented on the fact that we're racing this piece. First, World's Best Games either is in the closet or on its way out. A representative from the industry trade paper *Metacritic* says, "It's [but] as a retailer we have no liability for those under 18. We do not want to know them any more from our site."

If you think that sounds pretty lame, we've learned: Words may control things in its stores and on the Web, but words magically control the distribution of good 17 and up, but not video games. So, how long? Sounds like a public relations strategy. Games that get bad press, get good PR. Time don't lose a lick of business.

Apparently, Wards will not be judging films primarily by content, but instead will rely solely on the ESRB ratings. For the record, last year only seven percent of all video games were released with an M-rating.

Ironically, on the same day we learned of *House of Gore*, we also received news from Vivid Video that they would be getting into the P22 business. For those who don't know what Vivid does, they're porn publisher from the "cleaner" end of the adult movie marketplace. Representatives from the company have revealed that they feel the potential audience for P22 is the same one it seeks for its adult videos. So why not then? Vivid's reps are saying is that all grown-ups have a right to a "parental" scream...but we're not quite sure.

Used to be the standard bearer of DVD since the format first hit the home, it has recently jumped into the interactive fray with a series of DVD-based games. Mind Teazzer or Mind Teaser? "Mind Teaser" is a simple affair for the viewer to play. The viewer is asked to select ladies "doing things"

to speak. "I've been talking to Sony, Sega, and Nintendo about their DVD titles that work on the Game Boy Advance recently said, 'We're going to do a full, blackjack and billiard video clips,' he continues. "I'm going to make quite specifically and I'm going to make distributors to handle it. I'm going to make consoles when the system is hit Software Etc. and stores out there that sell multi movies. Our game

Tell us what you think

Clish MacLaver Gossip, Gossip

I'm the new girl on the *Official PlayStation Magazine* team. My job? To sniff out the latest gaming gossip and bring you snippets of info gleaned from partying and dining with the powers-that-be in the gaming industry. You've probably not heard of me before; I'm an "import" from Scotland, as you'll no doubt gather from the witty use of an old photograph from my college days. I'm sure to be the butt of many a haggis joke and equally amusing Scottish references. For the record: Yes, I do know how to play the bagpipes; yes, I can understand what Billy Connolly is saying; and yes, a haggis does comprise some really nasty bits of a sheep stuffed with some other equally unsavory sounding parts, served up with gravy.



Clish MacLaver

coming out. What did I learn? We Gran Turismo 2000
for versions of both Motor Toon GP
get this Omega Boost

Without a doubt the most flagrant display of corporate willy-waving the games industry has ever conceived

new Tomb Raider.

PlayStation3.

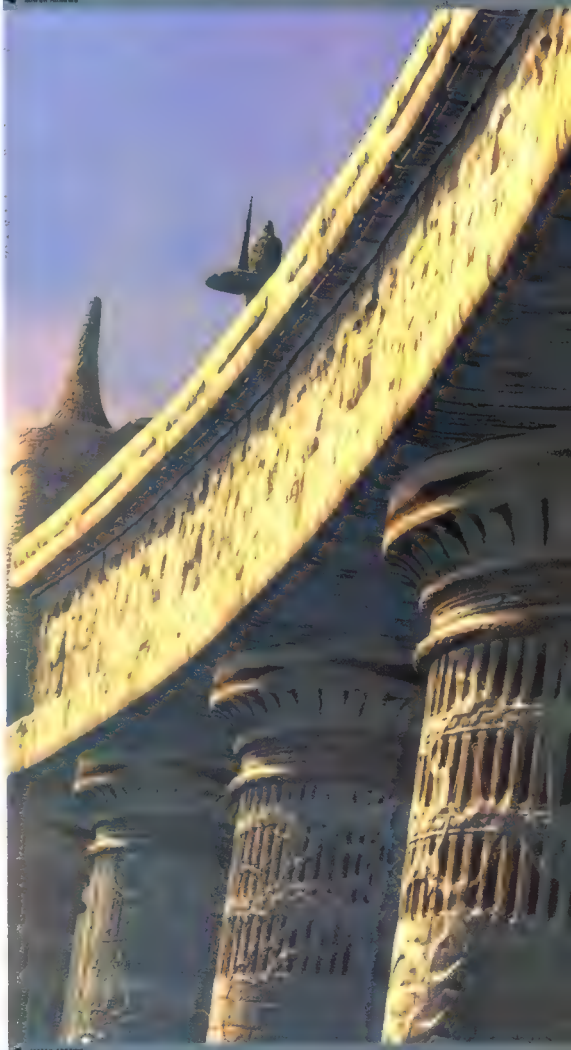
nuclear missiles"

"PS2 guiding

on-line Star Wars

N I E D.

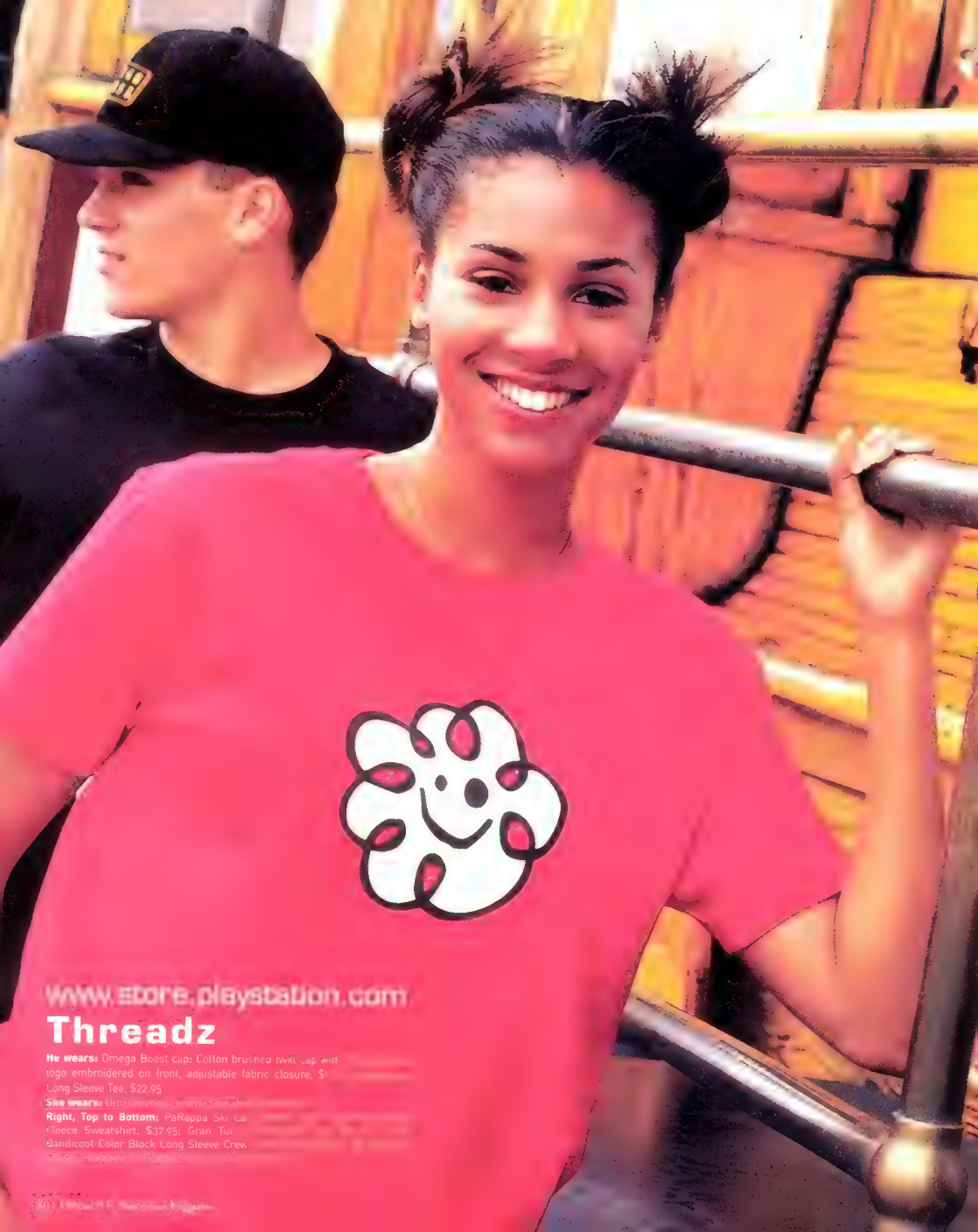
MATCH ARROWS



MATCH ARROWS

THE LEGEND OF
DRAGON

THE END IS JUST THE BEGINNING.



www.esore.playstation.com

Threadz

He wears: Omega Boost cap; Colton brushed twill cap with logo embroidered on front, adjustable fabric closure. \$19.99; Long Sleeve Tee, \$22.95

She wears: Upro! Graphic Tee, \$22.95

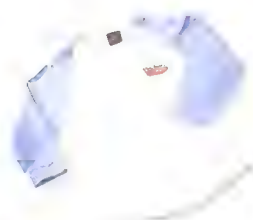
Right, Top to Bottom: PaRappa Ski Co. fleece Sweatshirt, \$37.95; Gran Tui Bandicoot Color Block Long Sleeve Crew, \$22.95

Additional apparel: Gran Tui Bandicoot Hoodie, \$37.95



**Gran Turismo 2
Watch**

\$21.95



**Um Jammer
Lammy MilkCan
Baseball Tee**

\$9.99



**Crash Bandicoot
Color Block Long Sleeve Crew**

on the front, left chest and PlayStation word on

\$29.95



**PaRappa the Rapper and
Sunny Tee**

\$17.95



Gran Turismo Jacket

\$96.95

**Gran Turismo 2 Hooded
Fleece Sweatshirt**

\$37.95



Sabrina Goes Interactive

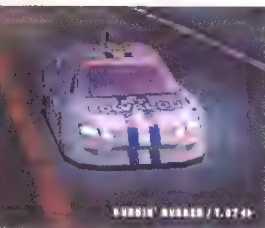
Knowledge Adventure is currently developing a PlayStation game based on the "Sabrina the Teenage Witch" TV show. It will feature original content from Melissa Joan Hart herself. Look for the game late next fall.



bleem! strikes again

New version allows you to play many of your PlayStation favorites on the Dreamcast

but you never saw this one coming. bleem! has announced that it will be releasing a version of its popular PlayStation emulator for the Dreamcast.



OVERHEARD

"It's drop-dead sexy."

-John Riccitiello, EA

"The simple fact that Seaman, Crazy Taxi... Space Channel 5 and others are coming to PS2... says that despite SoA's best efforts, the writing's on the wall for Sega."

-Victor Ireland, PlayStation



Legion



PC developers embrace PS2

7 Studios,
Legion,
Eternal Blade,

Oddworld goes online

series for Oddworld.

online animated

www.oddworld.com

PlayStation gets a facelift

"cosmetic changes" to the PlayStation.

OPM@z.fidav.s.com



Mega Man Creator Brings Honor to PS2

Onimusha: Warlords producer Keiji Inafune describes Capcom's newest franchise

OPM: When is Onimusha going to be released in the U.S. and Japan?

OPM: So the game will adapt and let you do new moves with the joypad?

OPM: How will you save your game? Will there be a system similar to Resident Evil's ink ribbons?

OPM: In the demo we played, the central character, Samanosuke, carries a sword. Are there any other weapons?

OPM: Is it just a case of running around and swinging a sword? Or are there going to be more stealthy aspects to the gameplay?

OPM: What's the role of the female character in Onimusha?

OPM: Besides Onimusha, do you have anything else that you're working on?

OPM: What's left to be done between now and November? The engine is complete, the story is finished—what are you still working on?

concentrating on completing

OPM: At first glance the game looks like it's set in a more traditional or even historical environment, upon closer study things seem more fantasy-oriented. What kind of setting can we expect in the game?

OPM: Would you consider doing a Mega Man game for the PlayStation 2?

OPM: How is working with PS2? Have you learned more about system's capabilities?

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- 14 intense tracks that are yours to master, day and night
- Two player modes – head-to-head and innovative "Power Ball"
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- Two ways to play: Arcade or NGEN Championship mode
- Fully modifiable aircraft – optimize your propulsion, aerodynamics, weapons and more!

NGEN RACING™



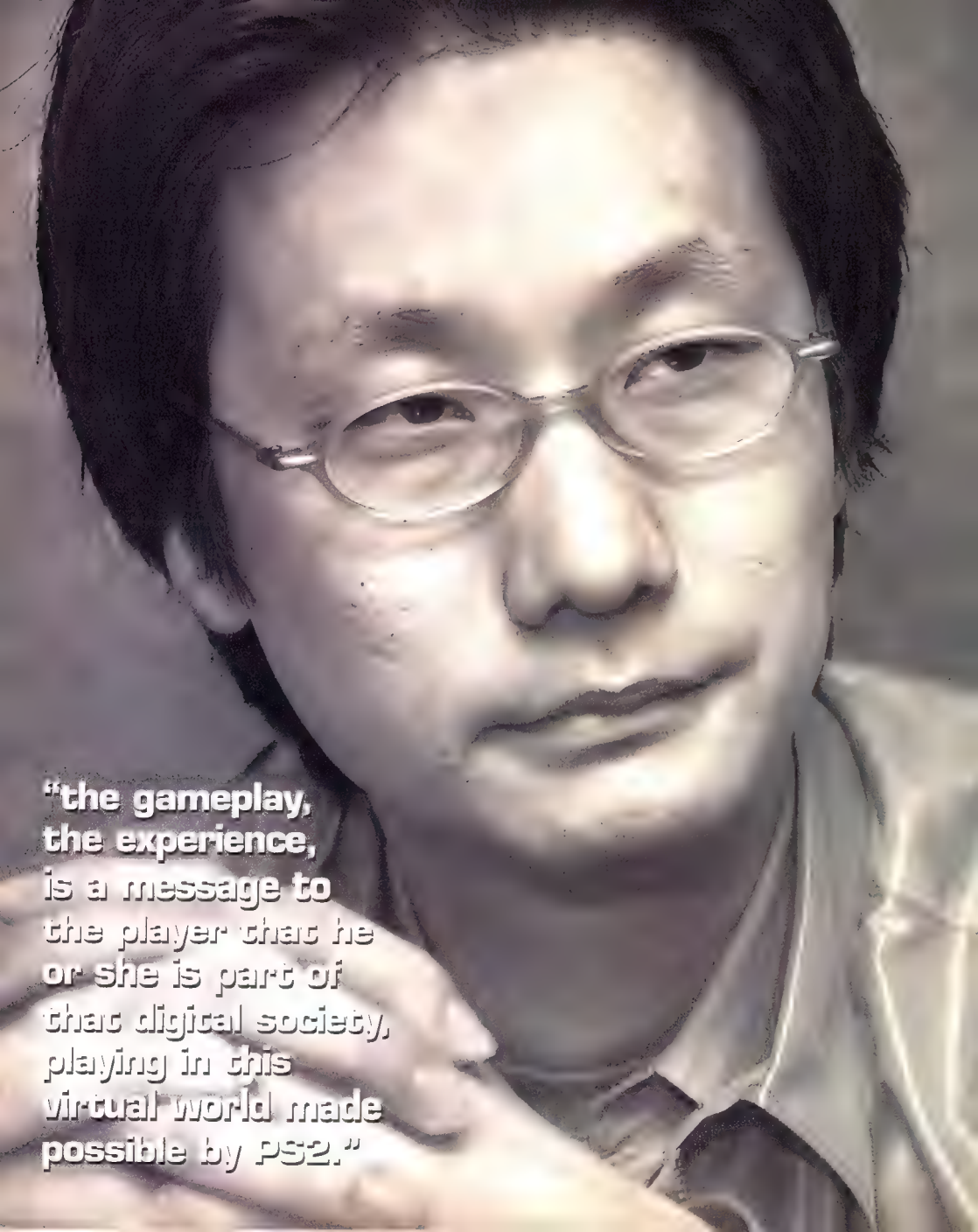
Animated Violence



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**"the gameplay,
the experience,
is a message to
the player that he
or she is part of
that digital society,
playing in this
virtual world made
possible by PS2."**

The creator of Metal Gear talks pop psychology, movies and the digitization of society.

Hideo Kojima

"Life makes the species evolve by mixing genes and passing on genetic information to future generations. How do things that are not part of the genetic information—one's thoughts and spirits, cultures and history—get passed on? Why do the laws of nature not touch upon the inheritance of such things? What are we to pass on by means of digital recording methods unique to humans—speech, writing, music, visual images, etc.? Moreover, are we obliged to pass on such things?"

tion in the future. Do you think that is kind of ironic, considering you're making the game for the PS2, a platform aiding in this digitization?

OPM: Metal Gear Solid 2 takes place in Manhattan. Are there any times when you'll actually venture out into the city streets?

OPM: Were there any ideas that you had for the original MGS that the technology wouldn't allow?

OPM: Is MGS2 a continuation of what of what was written for the first game, or is this a completely new project?

OPM: You've said that movies have been a strong influence. What are some of your favorite films?

OPM: How many people are working on Sons of Liberty?

OPM: What nationality is Solid Snake, and is this a question that has to be answered now that the graphics have improved so much?

OPM: How does the first-person mode work?

OPM: The soundtrack is being composed by Harry Gregson-Williams, who has worked on the music for *Enemy of the State*, *Armageddon* and *The Rock*. Are you aiming for a more movie-like orchestral score for MGS2?

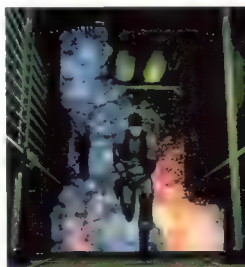
OPM: You've mentioned that it's possible to make it through the entire game without actually killing anyone. Is that in response to the recent uproar on the issue of video game violence?

OPM: You've said you want to convey more things like temperature in MGS2. Alfred Hitchcock used to try convey feelings like this by applying psychological techniques to his visuals. Do you do the same?

OPM: In the first Metal Gear Solid, you could strike an enemy and then hide away. A little while later he had already forgotten about you. Are you looking to make changes to the AI for MGS2?

OPM: Finally, will the cardboard box return in MGS2?

OPM: Metal Gear Solid 2 is social critique, dealing with the digitiza-



"Violence doesn't have to be the only answer."

ORSON SCOTT CARD

THE GAMER OF THE FUTURE

Everybody keeps speculating about what the "game of the future" will be like.

Virtual reality? Direct brain interface? People on asteroids and space stations avidly watching the tournament for the All-Humanity Cup of Twitch Games? Oh, come on—how would I

know? The only predictable thing is: When somebody comes up with a cool new computer tool, gamers will use it first and best.

What interests me is the GAMER of the future. That's right. It's YOU. As transformed by the PlayStation2 (or 3, or 9). Because that's what these games are about—changing human beings.

Back in the '80s, when I was struggling to get my initials up on arcade vanity boards dominated by seventh-graders, I began to realize that I just wasn't built for these games. My wrists and fingers would be so overworked at the end of a few hours of playing that I could hardly drive home. But that's because I was already an old coot even then. Far more disturbing was what games did to my brain. I got so used to anticipating the onscreen movements that I would hallucinate them even when I wasn't playing. I'd be teaching a class, and Tetris figures would be dropping downward through the air. I'd be driving a car as Galaga starships swooped in for the kill.

Personally, I don't like it when my brain starts showing me things that aren't there. But my brain was merely adapting to the game. It was anticipating the enemy's moves so I'd be ready to strike quickly. My brain, poor thing, was trying to help. It didn't know that at that particular moment there was no quarter in the machine, no controller in front of me. Never before in human history have our brains been required to anticipate the movements of imaginary objects. It's a new evolutionary pressure. And some of us are better at this brainwork than others. Just as some can handle complicated controllers better than others.

Don't worry yet. There are only two ways that this could affect the course of human evolution:

1. If losing a game got you killed before you could reproduce, or
2. If winning a game gained you more opportunities to reproduce.

That's just simple biology. But as far as I've heard, neither of these conditions yet applies.

About the first one—that's a relief.

But the second one—bummer, huh?

So here's a project for gamewrighters: a PlayStation2 game that make players look irresistibly cool to members of the opposite sex.

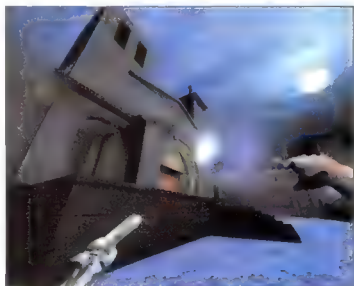
Orson Scott Card is the author of the award-winning science fiction novels, including *Ender's Game*, *The Song of Lincoln*, and *Life As a House*. He lives in St. Louis, Missouri. www.hatrack.com



Clive Barker's PS2 Game

The man who brought you such horror classics as *Hellraiser* takes his first stab at creating terror on the PS2

Master of horror Clive Barker has teamed up with Electronic Arts to create a new game for the PC and PlayStation2.



presented in a first-person perspective by DreamWorks Interactive.

Suikoden 3 and Silent Scope headed for the PlayStation2

We all know that *Maria* (year 2002) and *Silent Scope* are two of the best games on the PS2. Now, another Konami series that will hit the next-gen Sony console, *Suikoden*, Konami recently revealed the upcoming third installment in the RPG series for the PS2 and expects to have the game ready by the end of the year. Another PS2 game that the company is working on is a part of the arcade gun shooter *Silent Scope*. Konami has altered the name so that it can be played with a standard controller (there's an onscreen scope).

Too Human, from the creators of Blood Omen, canned

A few months ago, we gave you a first look at a 3D RPG for the PlayStation by the name of *Too Human*. The developers, *Silicon Knights*, had been working on it for a while.

Too Human has been cancelled. The developers, *Silicon Knights*, have decided to focus on other projects.

Out in Leftfield

Brit developer Bitmap Brothers have announced that *Leftfield* will be providing the soundtrack to its forthcoming futuristic sports title, *Speedball 2100*. The track is pulled from *Leftfield's* *Rhythm & Stealth* album, titled *4/8 War*. *Speedball 2100* is the sequel to the extremely successful Amiga title, *Speedball*, which mixed all the best bits of hockey, football and rollerball. The game, along with the *Leftfield* track, should be in stores this summer.



VAMPIRES COUNTDOWN



GET IN TOUCH WITH YOUR INNER PSYCHOPATH

And you better learn fast. Because you're Keith Snyder, bodyguard, trapped in the Desert Moon Hotel when all the patrons are turned into vampires. Your job... find out why and destroy a few million nasty vampires in the process. There's a myriad of environments, awesome weapons and challenging puzzles to keep you on the edge of your seat. You can even pick your blood type and play as a human or vampire. Videogames.com said, "You're looking for an RE-style game with a twist this might be your last move." So get moving, before you become...uuuhh...dead meat.

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MIRA SWISH



JULES DOORS



JOYAUDIA SWISH





SPIN

Control the world

PlayStation 2's *RayCrisis* is a first-person shooter that's as much a commentary on the state of the world as it is a game. In the game, you play as a member of the United Nations' elite peacekeeping force, the United Nations Peacekeeping Force in the Middle East (UNPFME). You're sent to a conflict-ridden Middle Eastern country to help bring about peace. The game is a commentary on the state of the world, and it's a game that's as much a commentary on the state of the world as it is a game.



MY FIRST JOB



Name: Hideo Kojima
Occupation: Producer and vice president of KCEJ
Company: Konami

"This may surprise you, but working for Konami is actually my first job. I started as a game planner and then moved up to director for Metal Gear. But before I got my job at Konami I was a student, and I spent a lot of time making 8mm movies and wrote many stories. But I did that stuff as a hobby, not for pay."

SOUND STATION

THIS MONTH'S FEATURED GAME: GRIND SESSION



EEVIAC Man or Astro-Man?

Touch and Go

EEVIAC is a game that's as much a commentary on the state of the world as it is a game. In the game, you play as a member of the United Nations' elite peacekeeping force, the United Nations Peacekeeping Force in the Middle East (UNPFME). You're sent to a conflict-ridden Middle Eastern country to help bring about peace. The game is a commentary on the state of the world, and it's a game that's as much a commentary on the state of the world as it is a game.

Final Score ●●●●



Punk in Drublic NOFX

Epitaph

Punk in Drublic is a game that's as much a commentary on the state of the world as it is a game. In the game, you play as a member of the United Nations' elite peacekeeping force, the United Nations Peacekeeping Force in the Middle East (UNPFME). You're sent to a conflict-ridden Middle Eastern country to help bring about peace. The game is a commentary on the state of the world, and it's a game that's as much a commentary on the state of the world as it is a game.

Final Score ●●●



KRS ONE KRS One

Jive

KRS ONE is a game that's as much a commentary on the state of the world as it is a game. In the game, you play as a member of the United Nations' elite peacekeeping force, the United Nations Peacekeeping Force in the Middle East (UNPFME). You're sent to a conflict-ridden Middle Eastern country to help bring about peace. The game is a commentary on the state of the world, and it's a game that's as much a commentary on the state of the world as it is a game.

Final Score ●●●●●



Trance States in Tongues Zen Guerrilla

Sub Pop

Trance States in Tongues is a game that's as much a commentary on the state of the world as it is a game. In the game, you play as a member of the United Nations' elite peacekeeping force, the United Nations Peacekeeping Force in the Middle East (UNPFME). You're sent to a conflict-ridden Middle Eastern country to help bring about peace. The game is a commentary on the state of the world, and it's a game that's as much a commentary on the state of the world as it is a game.

Final Score ●●●

DATA STREAM

More Ray

Good news shooter fans: Working Designs will be releasing the sequel to *RayStorm* in the U.S. under its Spaz label. Titled *RayCrisis*, the PlayStation game is expected to hit stores sometime this fall.

Gotta Getaway

Rockstar has decided to change the name of its PlayStation2 action/racing game *Getaway* to *Smuggler's Run*. The name was apparently too similar to the U.K. PS2 racing game *The Getaway* (which we ran first shots of last month).

Pirates on the horizon

Westwood, the development house behind the popular *Command & Conquer* series, is currently hard at work on a PlayStation2 game named *Pirates of Skull Cove*. Expect this one to release sometime in 2001.

PlayStation2 ThemePark

Hoping that you'll be able to get your hands on a sim game for the PlayStation2 when it releases later this year? Electronic Arts has you covered. EA's Bullfrog Productions division is developing *SimTheme Park* for the PS2 and intends to have it ready for this fall.

Street Fighter upgraded

Capcom told us that with the extra months it has before the PS2 launches in North America it will improve *Street Fighter EX3* for its U.S. release. Expect the problems like slowdown that plagued the Japanese original to be cleared up in time for the game's October release.

What can you get for under \$10?

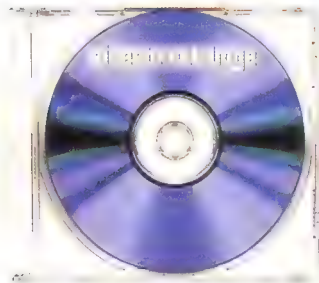
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72 00	THE CORPORATE-MEGAPLEX ARENA					
221	IN ASSOCIATION WITH "ROT 90 TEETH SODA"					
213498	PRESENTS					
15	1	"DA CORN BISCUITS"				15
HMBONE	NO GOOD TIMES/NO FUN					
04AUG	FRI	AUG	4	2000	3 30 PM	0

b)



c)



d) "A great new game for the PlayStation® game console..."

\$9.99

YOU GOT GAME

\$9.99

GRUDGE WARRIORS

THERE IS NO SUCH THING AS FRIENDLY FIRE.



April 2000



23 mission battle arenas.

11 ruthless and unique gangs + the Final Boss to compete against in battle.

Each level is loaded with **secret areas**, hidden **power-ups** and dozens of non-gang opponents like **attack divoids** and robotic gun turrets.

Head-to-head 2 player split screen **combat**.

Dozens of power-ups including **invulnerability**, **invisibility**, **double damage**, guided missile jammers, nitro boosts...

An arsenal of **destructive** weaponry including **shield-draining** bombs, **energy mega-bolts**, corrosive gas bombs and mini-thermonuclear **warheads**.

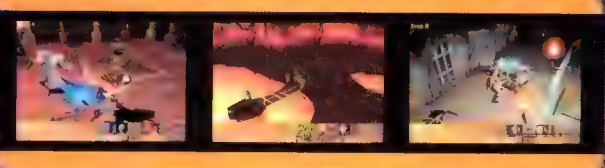
DARKSTONE

DEFEAT THE ULTIMATE EVIL IN THE ULTIMATE QUEST

The world is living under the dark shadow of a nefarious dragon. Villagers are turning to stone. Armies of skeletons, swarms of weaps, and lumbering ogres lurk everywhere. Evil is spreading like a plague. And only you can stop it. Scattered across the kingdom are seven ancient magic crystals that together invoke the power of the Orb. Without it, you have no hope of defeating your fire-breathing nemesis. As a knight, monk, thief or warcaster you will creep through dungeons and castles, explore wilderness and glades, and encounter traps, puzzles, and jaxxon in your quest to unearth the crystals.



July 2000



32 levels of closed environments and huge open spaces – **dungeons**, castles, **caves**, glades and villages.

More than 200 **enemies** and interactive characters.

More than 30 types of **weapons** and 32 different **spells**; many with multiple variations.

Secret characters unique to the PlayStation®.

\$9.99*

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\$9.99

YOU GOT GAME

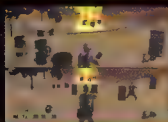
\$9.99

SPEC OPS: Stealth Patrol

THE ENEMY IS EXPECTING YOU TOMORROW... YOU'RE ALREADY THERE!



April 2000



Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful** terrorist units. **Fight** against time and huge **enemy forces** in global **terrorist hotspots**. An **arsenal** to choose from including **night-vision goggles**, **sniper rifles**, machine guns, **tripwire** mines, grenades, shotguns, and more. **Two player** split-screen battle mode. Lead your team with **guns blazing** or **silently** under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

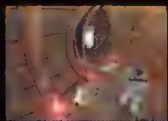
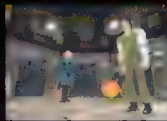
MARTIAN GOTHIC

EXPLORE THE DARKSIDE OF THE PLANET.

Year 2018. On Vita 1, a base constructed on the face of Mars, man searches for evidence of bacterial life beneath the frozen surface. During the excavation, a giant sarcophagus opens. Into a vast and ancient necropolis. Soon after, all communication with Mars ends. Reason for breakdown of transmission: unknown. Fate of Vita 1 base: unknown.



May 2000



Through the complex, layered plot **follow** three investigators sent by Earth Control to **assess** the situation on Vita 1. Dozens of **treacherous** subterranean city caverns to **explore**. **Non-linear** puzzle structures **challenge** you at every turn. Strange and **violent creatures** stalk you constantly as you **seek answers** to the disappearance of Vita 1's staff and the **mystery** of the ancient Martian **necropolis**.

* Suggested Retail Price: \$9.99.

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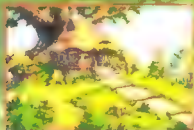
\$9.99

YOU GOT GAME

\$9.99

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LEGEND OF MANA™



Unlock the secrets within this
long-lost place and time



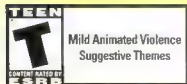
Recreate the world of Fa'Diel
with powerful artifacts



Explore and battle in this immense, unique land



Experience a story of incredible depth and flexibility



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SQUARESOFT

www.squaresoft.com

Published by Square Electronic Arts L.L.C.



TOP 20



1 WWF SmackDown!

Last Month: 1 THQ ●●●●●

Wrestling's standout PlayStation 2 title took the love that people have for the sport and during the week of WWF Raw, SmackDown! and Heat. It's a tough choice that the game is what those who love the sport of wrestling should go for anyway. But the game's fun and entertaining, it will be a great workout for your computer, and some features in the best-selling game of the week are just what you need to get your feet down this Friday. A word to the wise: the game makes it a great game.

Want to know what the game is all about? Anole and Taz, who are both on the game, have an exclusive video of SmackDown! and both of those guys were in there. Other interesting news was the Dudley Death Drop, a move that was made in the ring. It was only 10 percent complete, but that was missing from the game. The game was also in the second volume of Madden, which is the best seller on the game.



2 Syphon Filter 2

Last Month: — 989 Studios ●●●●●

Avoided the trap of a sequel, which is a trap that so much more from the sequel. The game is a great delivery of a sequel, and it's a great game to play, rather than in the sequel. It's a great game, but definitely, it's a great game. It's a great game, but definitely, it's a great game. It's a great game, but definitely, it's a great game.

	Last Month	Title / Publisher	Rating
1	1	WWF SmackDown! THQ	●●●●●
2	—	Syphon Filter 2 989 Studios	●●●●●
3	—	Jedi Power Battles LucasArts Entertainment	●●●●●
4	—	Triple Play 2001 Electronic Arts	●●●●●
5	—	Syphon Filter 989 Studios	●●●●●
6	3	Tony Hawk's Pro Skater Activision	●●●●●
7	—	MLB 2001 989 Studios	●●●●●
8	—	Army Men 3D 3DO	●●●●●
9	2	Gran Turismo 2 Sony CEA	●●●●●
10	6	Spyro the Dragon Sony CEA	●●●●●
11	14	Namco Museum Vol. 1 Namco	●●●●●
12	10	Namco Museum Vol. 3 Namco	●●●●●
13	9	Gran Turismo Sony CEA	●●●●●
14	13	Crash Bandicoot: WARPED Sony CEA	●●●●●
15	—	Need For Speed: High Stakes Electronic Arts	●●●●●
16	11	Tetris Plus Jaleco	●●●●●
17	—	Metal Gear Solid Konami	●●●●●
18	—	Gauntlet Legends Midway	●●●●●
19	4	Dukes of Hazzard Southpeak Interactive	●●●●●
20	15	NBA Live 2000 Electronic Arts	●●●●●



3 Star Wars Episode I: Jedi Power Battles

Last Month: — LucasArts ●●●●●

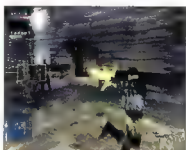
This game is perfectly average. Anyone with a lightsaber fetish (and there are plenty of you) is to blame for pushing this game to No. 3. Please, LucasArts—no more mediocre Star Wars games!



4 Triple Play 2001

Last Month: — EA Sports ●●●●●

If you like 11-8 ball games, then you'll love Triple Play 2001's slug. It's a great game, and it's a great game. It's a great game, and it's a great game. It's a great game, and it's a great game. It's a great game, and it's a great game.



5 Syphon Filter

Last Month: — 989 Studios ●●●●●

Here's a quick tip: If you don't already own either Syphon Filter, you can save yourself about twenty smackers by picking up this Greatest Hit. And guess what? You'll get the same quality game (some even think it's better than the first) for half the price.

OPM's Most Wanted PS2 Games

1	Metal Gear Solid 2	Konami
2	Dark Cloud	Squaresoft
3	Madden NFL 2001	EA Sports
4	Munch's Oddysee	Infogrames
5	Timesplitters	Edios
6	FIFA Soccer WC	EA Sports
7	Gran Turismo 2000	Sony CEA
8	ESPN Int'l Track & Field	Konami
9	Star Wars: Starfighter	LucasArts
10	Onimusha	Capcom

OPM's Most Wanted PS Games

1	Tony Hawk 2	Activision
2	Spider-Man	Activision
3	Final Fantasy IX	Capcom
4	Dino Crisis 2	Capcom
5	Fear Effect: Retro Hell	Infogrames
6	Alone in the Dark 2	Infogrames
7	Chrono Cross	Sony CEA
8	Crash Bash	Sony CEA
9	MoH Underground	EA
10	Who Wants/Millionaire	Sony CEA

Japan's Top 10 PS and PS2 Games

1	Ridge Racer V	Namco
2	Tekken Tag Tournament	Namco
3	Dead or Alive 2	Techno
4	Kessen	Kyushu
5	World Stadium 4	Namco
6	Fantavision	Sony CEA
7	Driving Emotion Type-S	Square
8	Gradius III & IV	Konami
9	Dancing Stage	Konami
10	Rockman Battle 2	Capcom

U.K.'s Top 10 PlayStation Games

1	WWF SmackDown!	THQ
2	Jedi Power Battles	LucasArts
3	Syphon Filter 2	Sony CEA
4	MediEvil 2	Sony CEA
5	Euro 2000	EA
6	F1 2000	EA
7	Rayman	Ubisoft
8	Tomb Raider III	Edios
9	Premier Manager 2000	Infogrames
10	Gran Turismo 2	Sony CEA

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IN GAME CONSOLE! ✦ IMMERSIVE 3RD-P
TS! ✦ FEATURES IN-GAME MUSIC BY STATIC X



Animated Violence
Animated Blood and Gore
Strong Sexual Context



Previewed Inside



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Chrono Cross.....	80	NHL 2001.....	60
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The Jungle Book.....	80	Vanishing Point	69
Knockout Kings 2001	62	World Is Not Enough.....	68
Madden NFL 2001.....	64	World's Scariest PC.....	82
MoH Underground	82	X Squad	66
Mega Man Legends 2.....	74	YDK: Back Talk	76

Metal Gear Solid 2: Sons of Liberty

You won't believe your eyes

Konami



Coming Soon

June

Batman Beyond	Building Again	Sports	Action
Cassidy's Palace 2000	Baseball	Baseball	Baseball
Countdown: Temples	Baseball	Baseball	Baseball
Duke Nukem: Planet of the Babes	Baseball	Baseball	Baseball
Hogs of War	Baseball	Baseball	Baseball
Kaibutsu	Baseball	Baseball	Baseball
Legends of Mana	Baseball	Baseball	Baseball
Mega Man	Baseball	Baseball	Baseball
Mega Man: Special Forces	Baseball	Baseball	Baseball
N-Gate Racing	Baseball	Baseball	Baseball
Rampage Through Time	Baseball	Baseball	Baseball
Real Fishing 1	Baseball	Baseball	Baseball
Test Drive: Cybers	Baseball	Baseball	Baseball
The Legend of Dragoon	Baseball	Baseball	Baseball
Who Wants to Be a Millionaire	Baseball	Baseball	Baseball
Warrior: The Last	Baseball	Baseball	Baseball

July

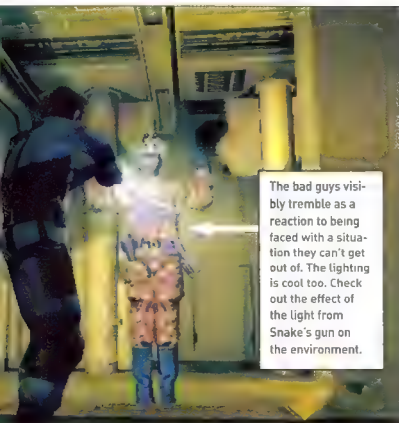
Danger Girl	Baseball	Baseball	Baseball
Duke Nukem	Baseball	Baseball	Baseball
Disney's Dinosaur	Baseball	Baseball	Baseball
Harvest Moon: Back to Nature	Baseball	Baseball	Baseball
Jeremy McGrath 2000	Baseball	Baseball	Baseball
Planet Jaxxon: The Golden Tee	Baseball	Baseball	Baseball
RPG Maker	Baseball	Baseball	Baseball
Speedball 2000	Baseball	Baseball	Baseball
Surf Riders	Baseball	Baseball	Baseball
Threads of Fate	Baseball	Baseball	Baseball
X-Men: Mutant Academy	Baseball	Baseball	Baseball

August

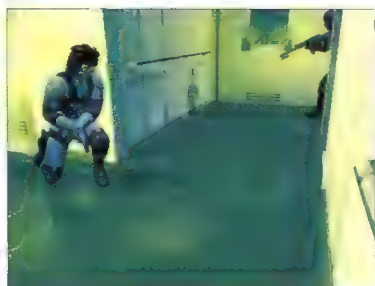
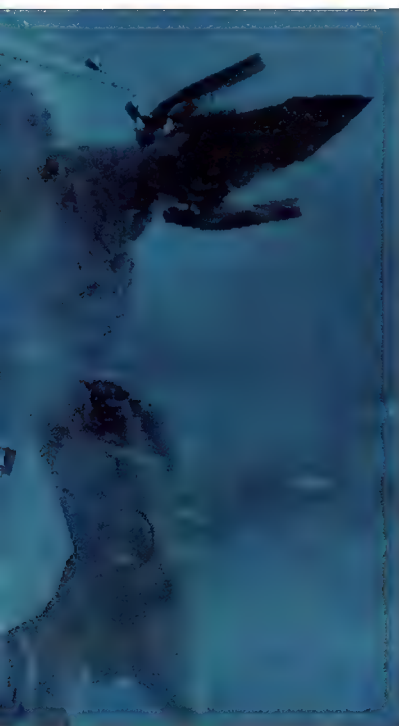
Ace Attorney	Baseball	Baseball	Baseball
Aladdin	Baseball	Baseball	Baseball
Call of Duty: Finest Hour	Baseball	Baseball	Baseball
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September

Call of Duty: Finest Hour	Baseball	Baseball	Baseball
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Call of Duty: Finest Hour	Baseball	Baseball	Baseball
Call of Duty: Finest Hour	Baseball	Baseball	Baseball
Call of Duty: Finest Hour	Baseball	Baseball	Baseball



The bad guys visibly tremble as a reaction to being faced with a situation they can't get out of. The lighting is cool too. Check out the effect of the light from Snake's gun on the environment.



The enemies all work as a team and follow standard SWAT-style tactics when they enter a room.

The first-person mode can be activated at any time by simply holding a shoulder button on the pad.

NHL 2001

EA Sports

EA Sports

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NBA Live 2001

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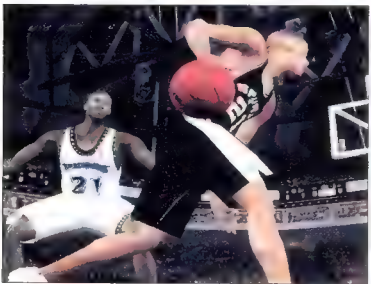
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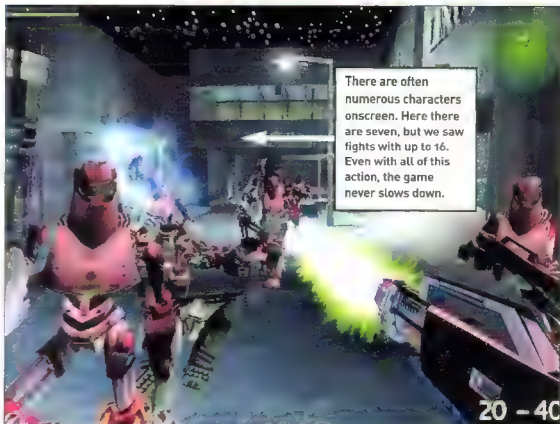
EA Sports



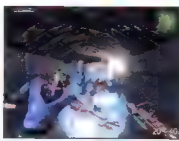
Timesplitters

From the people who brought you GoldenEye 007

Free
Radical Design
Eidos



There are often numerous characters onscreen. Here there are seven, but we saw fights with up to 16. Even with all of this action, the game never slows down.





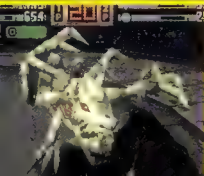
CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES

If you're going to try playing Digimon World, you'd better make sure you've got some good pants on. The guys at underpants. See, some of these Digimon are so vicious and twisted they could tear your pants right off your back. That's okay with them, there are more things to blow up in video games than in life. Like you. So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.



DIGIMON
DIGIMON WORLD

1997 Banks Co. Ltd. Program 7,699 B*
and distinctive memories



RUNABOUT-2

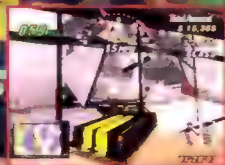
3-D FREE-FOR-ALL DRIVING!

Live the life of a **secret agent** and drive anywhere at top speeds. Dodge traffic and **crush anything** in your path as you **rage** through beaches, buildings, airports, cities and more.

Tune up and test drive **thirty-one vehicles** to leave your **enemies** in the dust! **Change vehicles** and use e-mail tips to gain any advantage possible.

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OF THE INTERNATIONAL ELECTRONIC GAME ASSOCIATION. ALL RIGHTS RESERVED. TRADEMARKS ARE THE PROPERTY OF THEIR RESPECTIVE OWNERS.

Smuggler's Run

by [illegible] **Rockstar**

[illegible] ...ing crops and r vats all the while



Street Lethal

[illegible] ...



Madden NFL 2001

Building on the best football game ever

EA Sports

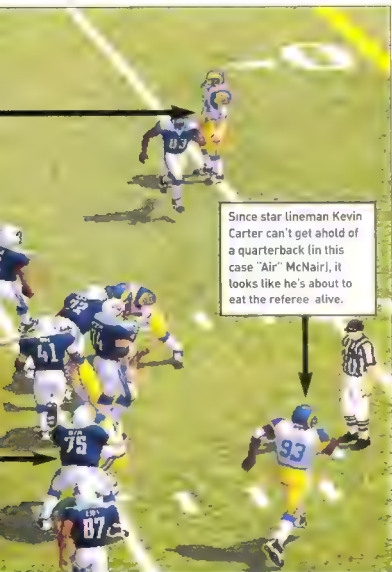
[illegible] ...

October 26

Apparently the AI isn't perfect just yet. We figure this Rams player could be doing something besides remembering what he had for breakfast.

It's pretty sweet when you can see an offensive lineman committing a 10-yard holding penalty just from a screenshot.





Running Away

When Dreamcast's NFL2K hit store shelves, people went nuts. After all, the player models looked as close to the real thing as gamers had ever seen. Still, the run game left a lot to be desired in Sega's masterpiece. The ground game in Madden 2000 was one of the main reasons for its success. Let's hope they keep it up.



FIFA Soccer World Championship

A new FIFA? Or an old one in fancy new clothes?

EA Sports
October 26



Not In The U.S.

Soccer fans may be interested to learn of some games that you won't be seeing in the U.S. this year. First up is the excellent FA Premier League Football Manager 2000, a management sim built around the British Premier League. The second is a variant of FIFA based on the Euro 2000 tournament set to be held in the Netherlands and Belgium this June. Both are currently PAL-only games for PlayStation, so if you import them they won't work on an NTSC system.

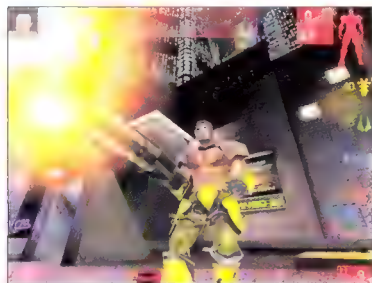
Check out www.easports.com for more info.



Unreal Tournament

PC gamers: GT Interactive
late this year

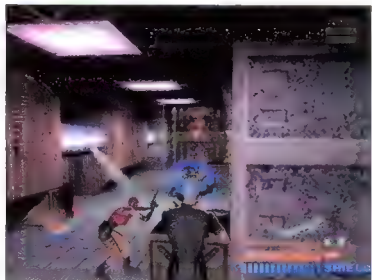
Unreal Tournament is the most intense, fast-paced, and addictive first-person shooter yet. It's a masterpiece of game design, and it's the most powerful and versatile game engine ever created. It's the most powerful and versatile game engine ever created.



X Squad

EA Games

X Squad is a first-person shooter game that features a team of elite soldiers. The game is set in a futuristic, high-tech environment. It's a masterpiece of game design, and it's the most powerful and versatile game engine ever created.



Ferrari F360 Challenge

Acclaim brings us the most desirable car ever

Acclaim

by early next year



The Real Thing

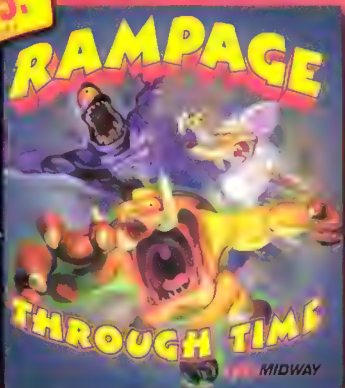
Blending power and beauty into one four-wheeled package, the F360 Modena made its U.S. debut in July 1999 when it replaced the F355. Launching from 0-60 in 4.5 seconds with a top speed of 173mph (limited—it can go faster), it truly is something to lust after.



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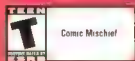


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techniques



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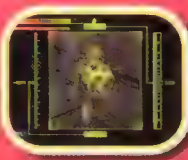
Come Mischief!

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PlayStation



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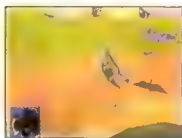
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Disney's Dinosaur

Coming to PlayStation 2 this July, Disney's *Dinosaur* is a prehistoric action-adventure game that lets you control the main character, a young dinosaur named Al.

Ubi Soft has developed this game for PlayStation 2, and it's a real treat for dinosaur fans. The game is set in a prehistoric world where you control Al, a young dinosaur, as he explores a lush, prehistoric landscape. You'll encounter various dinosaurs, including Triceratops, Stegosaurus, and T-Rex. The game is a first-person shooter, and you'll use a variety of weapons to fight off enemies. The game is a real treat for dinosaur fans, and it's a must-have for PlayStation 2 owners.



ECW Anarchy Rulz

Acclaim's *Anarchy Rulz* is a wrestling game that lets you control the main character, a young wrestler named Al. The game is set in a wrestling arena where you'll fight off various opponents. You'll use a variety of moves to win matches, and you'll be able to customize your character. The game is a real treat for wrestling fans, and it's a must-have for PlayStation 2 owners.



The World Is Not Enough

Finally, 007 stars in a PlayStation first-person shooter

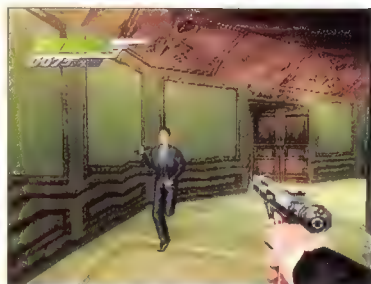
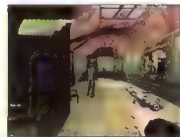
EA

Games and developer Black Ops

EA

late 2000

The World Is Not Enough is a first-person shooter game that lets you control the main character, a young man named Al. The game is set in a futuristic world where you'll fight off various opponents. You'll use a variety of weapons to win matches, and you'll be able to customize your character. The game is a real treat for action fans, and it's a must-have for PlayStation 2 owners.



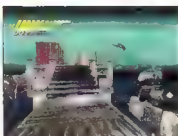
PS2 Bondage

While its gameplay may closely resemble that of the PlayStation version, TWINE on PlayStation2 utilizes the Quake III Arena engine and will feature different level designs. Further, the game is being developed by EA itself, who showed us some of the title's early work behind closed doors at E3. And note that we use the word "early"—this one's still got a good ways to go. However, we were informed that PS2's TWINE will most certainly include a multiplayer deathmatch. You can rest assured that we'll have more for you as we get it. Until then, simply enjoy the screenshots to the right.



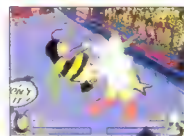
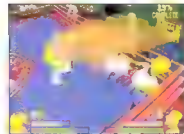


With TWINE, Black Ops claims to have developed a graphics engine that renders the richest, most highly detailed environments your PlayStation can handle. Judge for yourself with these exclusive screenshots.



The Simpsons Wrestling

It's the end of the year, and the Simpsons are back to celebrate. In this exclusive screenshot, the Simpson family is shown in a wrestling ring, ready to take on the world. The game is a fun, action-packed title that brings the beloved cartoon to life in a new way. It's a must-play for fans of the show and wrestling alike.



Vanishing Point

Acclaim and Clockwork Games

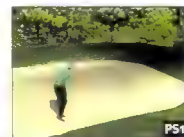
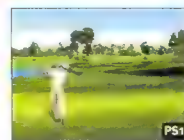
Vanishing Point is a high-octane racing game that takes place in a post-apocalyptic world. It features a variety of vehicles and a challenging track layout. The game is a must-play for racing fans.



Tiger Woods PGA Tour 2001

EA Sports

Tiger Woods PGA Tour 2001 is a golf simulation game that features Tiger Woods as the main character. It includes a variety of golf courses and a challenging difficulty level. The game is a must-play for golf fans.



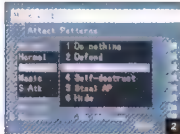
The homespun RPG revolution begins here

Amphibian populations are declining in many parts of the world, and the reasons are not clear. Some scientists believe that the loss of wetlands is the cause. Others think that the use of pesticides is the problem. And some believe that the loss of amphibians is a sign of a larger problem: the loss of biodiversity. In this article, we will explore the reasons for the decline of amphibians and what we can do to protect them.

I am the head Boss. Our Creator put me in charge of controlling all the Bosses.

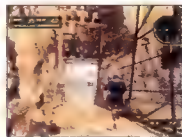
To create your own monster, just follow these steps:

-



The mighty Mitochondria return

A photograph of a traditional Chinese courtyard. In the center, there is a small pavilion with a tiled roof. A large, leafy tree stands to the right of the pavilion. The courtyard is paved with stone tiles, and there are traditional Chinese buildings on the left and right sides. The scene is captured in a slightly blurred, artistic style.



Welcome to the jungle, Regina—you're gonna die
Just call Regina the Ian Malcolm of video games. Like the scientist played by Jeff Goldblum in the *Jurassic Park* movies, she's about to be quipped, "I don't know what you're talking about, but I'm not dying."

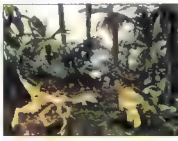
This time out, players will be able to enter both the open and closed season. The former is for members of her team. Daryl will enter the closed season. When the season opens, she will earn credits good toward the April release of the new season. The closed season will be open and some underwater adventure as well. Dino City is back in October.



Sure, these screens look impressive for a PlayStation game—but just wait till you see *Dino Crisis 2* in motion! At an E3 demonstration, our staff couldn't help but gawk at its incredible visuals. (Todd even believed it to be a PS2 game until a Capcom representative let the T-Rex out of the bag.) Yes, with all the new dinos and extra features [you can even carry two guns at once now!], Capcom might just be serving up another classic.

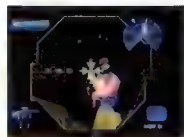


For *Dino Crisis 2*, Capcom has made a departure from the original's 3D polygonal backgrounds, opting instead for prerendered ones. According to Capcom, this decision allows for faster-paced action and more detailed enemies in settings like jungles, fields, forests and docks. This return to the look of the first two *Resident Evils* might seem like a step backward, but who are we to criticize? The game still looks fantastic!

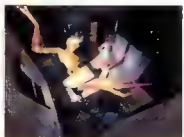


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Nat-

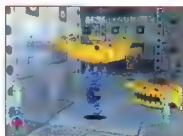
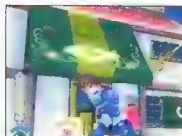
sune

July



September The time revolves around legends, but this time revolves a Forbidden Place. There will be pent

Capcom



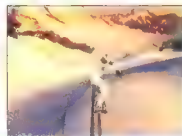
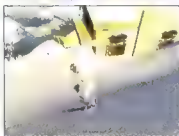
Though *Survivor* was originally intended as a light-gun game, Capcom's support for such a peripheral in the macabre zombie-killing adventure has been indefinitely scrapped. Ultimately, the gun violence of the real world is to blame, influencing the company to tip-toe around the sensitive issue as they aim to avoid the backlash and legal hassles following the likes of last year's Columbine tragedy. Will this decision affect RES's sales?





Cool Boarders 2001

Sony CEA will release the new snowboard game series this **November**. In this year's installment, you'll be able to choose from 10 different snowboarders, each with their own unique style and abilities. The game is developed by the Atlanta-based studio, Massive Entertainment, and it's a true snowboarder's dream. You can choose from 10 different snowboarders, each with their own unique style and abilities. The game is developed by the Atlanta-based studio, Massive Entertainment, and it's a true snowboarder's dream.



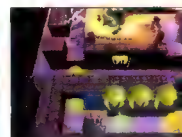
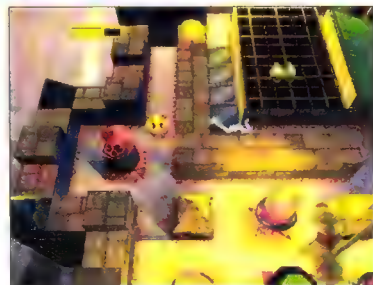
Sheep

Get ready for some of the most hilarious and creative games with sheep in this. In fact, Empire Interactive has teamed up with the folks at the Sheep Game Fall from what was once a simple game of sheep. The game is developed by the Atlanta-based studio, Massive Entertainment, and it's a true sheep game. You can choose from 10 different sheep, each with their own unique style and abilities. The game is developed by the Atlanta-based studio, Massive Entertainment, and it's a true sheep game.

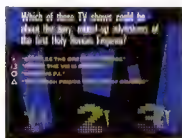


Ms. Pac-Man Maze Madness

For a long time, the classic Ms. Pac-Man has been a popular franchise. Now, the game is back in a new format. The game is developed by the Atlanta-based studio, Massive Entertainment, and it's a true Ms. Pac-Man game. You can choose from 10 different Ms. Pac-Man characters, each with their own unique style and abilities. The game is developed by the Atlanta-based studio, Massive Entertainment, and it's a true Ms. Pac-Man game.



Sierra's October sequel "has 15 years' game show fun packed in the franchise by featuring third episodes like "Hippies" and "The Gross Out."



Mattel will release this fighting game in **November**, allowing players to interchange parts, their robotic lighters and even win parts from their opponents.



Acclaim Sports just brought the ring for a fall to a stiff release. Fighters start in the gym and try to get their shot at a match on HBO. Not to be out done by mate champs, like Foreman, ladies can duke it out too.



No, your eyes don't deceive you. A 1998 Resurrection of the game writer's. A 1998 of a person in the 1998 of a game. Finally, in the 1998 of development and the 1998 of late summer release.

Now a first-prize snorter is the **Fox Interactive** (f-o-x-i.com) website. The top 25 most uniquely visited nanotechnology sites, as determined by Ripley, Co. Site Advisor, are listed below. As you enter the site, there is a pop-up that asks you questions. Making it through the survey may net you a computer, tablet, pager and a free case. It's also a good find if you're a fan of *Star Trek*. When you scroll from the *Star Trek* material that's responsible for the site, the *Movie* and *Graphic* is apparent that *Alien Resurrection* might just be worth the wait.

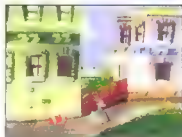


While almost all of the characters who speak in *Alien Resurrection* are voiced by the actor who portrayed them in the film, the two who you would most readily name—Sigourney Weaver as Ripley and Winona Ryder as Call—decided to sit this one out. Hopefully, their replacements can imitate them well.



Donald Duck: Quack Attack

It's about time someone placed Donald Duck in the center of the world. In the fall of 2000, Ubi Soft's *Quack Attack* promises to promote his status as America's most beloved leathery friend. As the duck, you'll be able to do everything you can imagine. You'll be able to fly, swim, and even drive a car. You'll be able to do everything you can imagine. You'll be able to do everything you can imagine. You'll be able to do everything you can imagine.



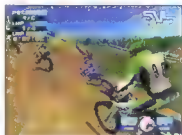
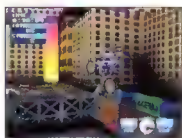
Torneko: The Last Hope

It's time to say goodbye to Torneko. The last of the Torneko series, *Torneko: The Last Hope*, is the final chapter in the series. It's a sad day for fans of the series, but it's also a day to celebrate the end of an era. The game is a role-playing game, and it's a very good one. It's a very good game. It's a very good game. It's a very good game.



Jeremy McGrath Supercross 2000

Apparently, if Jerry McGrath were quite involved in Acclaim's *Jeremy McGrath Supercross 2000*, he would be a very good person. He would be a very good person. He would be a very good person. He would be a very good person. He would be a very good person. He would be a very good person. He would be a very good person.



Driver 2

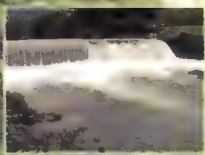
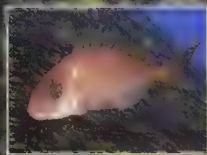
Now you can get out of the car.

The game is a racing game, and it's a very good one. It's a very good game. It's a very good game. It's a very good game.

game before the end of the year

The game is a racing game, and it's a very good one. It's a very good game. It's a very good game. It's a very good game. It's a very good game. It's a very good game. It's a very good game.





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Chrono Cross

For fans of the much-loved Chrono Trigger, it's about time

Square

August

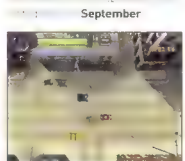
The Jungle Book Rhythm N'Groove

Rock the jungle with the much-loved characters from Ubi Soft's Rhythm N'Groove



Action Man

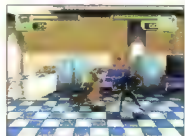
Hasbro's Brat of the '80s is back in the game with the new Action Man



Batman Beyond: Return of the Joker

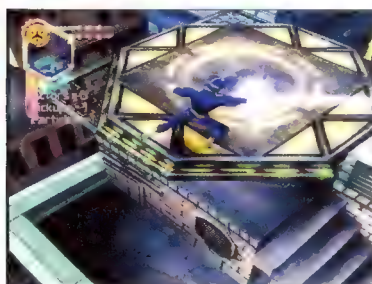
Based on this October's straight-to-video animated film

Kemco



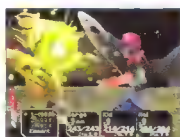
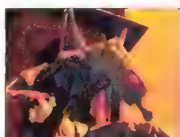
Power Rangers Lightspeed Rescue

For fans of the much-loved Power Rangers, it's about time



Vampire Hunter D

Based on the much-loved manga series, Vampire Hunter D is back in the game



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When Chains of Oppression Cut
When Bitterness Stains the Land
When Hope Fades from Memory

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Must Rise to Become Heroes.



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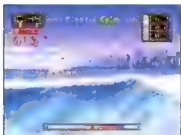
Bust-A-Groove 2

Another year, another fun partying game! Bust-A-Groove 2, the sequel to the original Bust-A-Groove, features a new party scene, more of the same old song-and-dance, and more visual rewards to highlight the new additions.



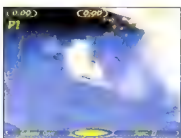
Surf Riders

Ubi Soft is leading what very well may turn out to be a new deluge of extreme sports games. Surf Riders pits intrepid surfer against the world's meanest waves in a contest of skill and style. There are no actual riders in as of yet, but the game does feature real-life surfboard manufacturers like Gerry Lopez, Local Motors, and Townies. Country A licensed soundtrack featuring rad surf tunes from the likes of Los Straitjackets dish up excitement. You'll be able to hit the waves this July.



Billabong Pro Surfer

Mattel is looking to recreate all the elements of surfing, from the players to the waves, to the buoys, jetskis, and sharks. Look for it in the fourth quarter.



Medal of Honor Underground

Vive la Resistance!

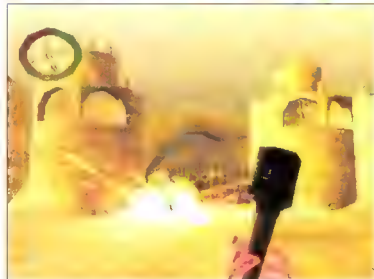
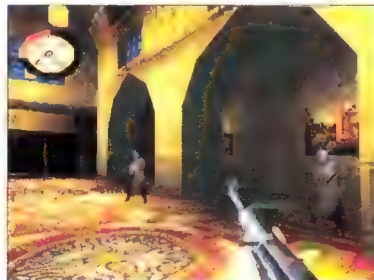
EA Games has snapped up

the Medal of Honor

name, the Medal of Honor

Medal of Honor

Medal of Honor



Colin McRae Road Rules Real

EA Games has snapped up

the Colin McRae Road Rules

Colin McRae Road Rules



World's Scariest Police Chases

Fox

World's Scariest Police Chases

World's Scariest Police Chases

World's Scariest Police Chases

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World's Scariest Police Chases

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Golden Tee -GOLF-

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WIZARD Works

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Available at all fine game retail stores, or order online at www.wizardworks.com

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[illegible]

The first part of the paper is devoted to the study of the asymptotic behavior of the solutions of the system (1) for large values of the parameter λ . It is shown that the solutions of the system (1) for large values of λ are asymptotically equivalent to the solutions of the system (2). The second part of the paper is devoted to the study of the asymptotic behavior of the solutions of the system (1) for small values of the parameter λ . It is shown that the solutions of the system (1) for small values of λ are asymptotically equivalent to the solutions of the system (3). The third part of the paper is devoted to the study of the asymptotic behavior of the solutions of the system (1) for intermediate values of the parameter λ . It is shown that the solutions of the system (1) for intermediate values of λ are asymptotically equivalent to the solutions of the system (4).

■ ■ ■ ■ ■
■ ■

[Above]: Rod (A) (Not pictured): A

Joel Jewett
Neversoft President

The reason it hadn't been done was pretty simple, says the author: "It was hard as hell, say, with a 100-ton machine, to get the force out of the machine and get it back in. It was a real pain in the ass."

[illegible]

popularity still kept
It was I who R... A...
done right ...
and how ...

They had something to do with the American people.

looking for a skate shop. Mike, the owner of the store, told us that LA's first skate shop, which is still in business, was founded in 1965. "A lot of people don't realize that," he said. "They just think of it as a new thing."

extreme sport

[illegible]

My attention diverts from our conversation and I look at the dual shock the Dual Shock and asks me what I want to see first in my situation, conspicuous desire to see the Career Mode on hold. "I'll be there," Mom always says.

It only takes a second for me to ask to see the Skate Park Editor. Let's start with the "tree" that warrants the chorus of moaning by the crowd.

[illegible]

"If you've got a skate park in mind," says D'Amato, "the pieces should be there to build it."

[illegible]

The improvements to THPS2 are vast. The cooler part? The Neosoft team doesn't take a dime out of the improvement. A big contribution came from the web crawler who stumbled onto the Dutch board. There are a lot of kids out there and they're going to be sending you a mail. So, it might as well take advantage of it and try to protect the East. Amuse. It's not the game that you can play to beat after that, but you can play to screw the game about the Switch No, let them be happy and order.

I told a cop the story, and he told me the link in the newspaper's online archive. An officer said: At one point, the THP's board was the link and popular board on the entire system. The copyright (I meant to say DM) would give up and then I would have to sue him and then sue him.

So, I thought I would also do that. All the sequel were born from this point. We would have now the right of the Skate Area Editor to create a Skate with all the Skate's old Player

On other occasions, we always start a debate. We got e-mails that said, "You should put a skate on, and if you do, send it right in." Dan always, with a gun.

In Tony Hawk's Pro Skater 2 sequel you'll have the chance to build your very own skate park, so you can skate in peace to fit together any way you want a variety of different arenas, but I think you'll get a pre-built 1st place skate park with enough wheels and Tony Hawk advice to get the real thing here are his two tips:

Find a suitable location. Indoor is preferable, but make sure the conditions are high—at least 21°F you're considering over 100°F and make sure there's enough space for whatever you're planning to do.

Design the park. Consider the hardware skaters in your area and ask them, with their figures, if what will commemorate as many type of skaters as possible. Do not let someone mist because they are, that they have lost their park. I use different colors to make it.

How lucky! Gwilt means that he gets to be a dairy farm fitter. Dave Burman and Rumpel, who have proven they know how to build a park. They will gladly help in the design as well. Beware of anyone making bids for jobs that don't have skaters working for them.

Get acquainted with the skaters and skate spots in the area, let them know what you're up to and that you want their input.

Have a grand opening. Hire pros to come to demonstrations and advertise the event. The media will pick up on it and spread the word for you.



Building Your Own Skateboard

I'm not ashamed to admit that the influence of a video game has led to irregular behavior. I've been scanning all the local skate shops (even those in foreign cities) to discover what board suits me best. The beneficiaries? You, the reader. That is, if you've got a little money to burn and a pair of shins to beat to hell.

PAYING THE PRICE

The first thing to consider is how much you'll spend. Decks run from \$43 to \$55. You shouldn't pay more than \$50 for it, though. Trucks will run about \$40, and wheels cost between \$26 and \$30. Bearings can range between \$12 and \$34, but you shouldn't have to spend more than \$18. Some shops will cut you a deal and charge between \$100 and \$130 if you construct the board by buying everything at their store. It's usually a pretty sweet deal since you can pick out exactly what you want. Most of the time, they'll even throw in the grip tape for free.

AESTHETIC INFLUENCE

The deck is the key part, the soul of the skateboard. The good part is that there aren't many factors to consider besides purchasing one that tickles your aesthetic bone. The one consideration is width: Most boards are going to be 31" long, but the width varies between 7 1/2 and 8 inches. Mike Liddle of L.A.'s Hot Rod Skateshop suggests that beginners use skinnier boards. Consider this: There are four major wood manufacturers that make all the wood, so it doesn't really matter what name is on the board, but what wood is used. Watson Wood is apparently the best, and we've heard from the experts that Shorty's and World Boards are "made of crap" and "get mushy fast."

SLOW YOUR ROLL

Wheels will make a difference, so pay attention. They range in size from 50-60mm. The smaller wheels are better for beginners (between 50 and 53mm), but they won't roll as well, and they'll wear out more quickly. If you're going to a skate park, strap on the bigger wheels. Otherwise, stick with the small stuff.

GET YOUR BEARINGS

Bearings will dictate how quickly you're going to roll. One consideration is that the newer bearings are open on one side, which allows dirt and muck to get in there. These babies are a pain in the bottom to clean (and who wants to dive into board maintenance when you're busy scraping your knees up?!). So try to get the bearing with the shield on each side. Oh, and Liddle gives this advice, "Don't put WD40 on your bearings. It'll take the grease right out of them. They'll be ruined."

TRUCKIN' ALONG

The major consideration when it comes to trucks will be the turning radius and weight. But the difference in weight is kind of a hoax. For the best turning radii for brands like Indy, Venture or Thunder. "A better turning radius is the best friends," says Stevie Dread of Chicago's Uprise Skateshop. "It's best for beginners how to turn on their boards, and looser trucks teach that."

Here are some Web sites to check out for research, or even to buy the good:

www.sk8shop.com
www.skateboard.com

www.fusion.com
www.b-house.com

"One of the goals in the course of the first project was just to get out there and skate, since we were going to make a game about it. It didn't matter if you've never skated before. Design guys that've never stepped foot on a skateboard in their life were dropping into a seven-foot-deep pool and just biting it. But they tried it."

Joel Jewett

Neversoft President



The park editor features over 100 pieces available to link together, stack or set side-to-side. Oh yeah, and there's a skate pungeer pit to put in the skatescape. Not until now has a game maker summoned the genius to combine death traps and skateboarding. Besides the booby traps, you'll have rails that can snake air, and the end of the level is a pool of lava, and plenty of park benches. Building pools is only one of the things you can make them just about any shape or size.

"I literally spend hours making the perfect level, then play it for two hours and I figure out how to improve it," says D'Amato. "It's cool because once someone spends the 10 minutes to learn the controls, they have much to choose from and create."

In case you don't fancy yourself a skate park architect, fear not. There will be up to 100 created parks on the disc that can be manipulated, altered or skated on as they appear. The variety of these parks is amazing and all can be used for multiplayer action.

Thanks to the park editor," says Jewett, "the layout of at least 10 college campuses is shot."

CREATE A SKATER

Since I'm awed instead of bored with the plethora of Skate Park Editor options, Neversoft has me right where I want to be. Maybe they thought I was holding out for the Create A Skater part at the demonstrative time, but I hold my tongue, they don't need to know I'm sweating the potential at the end of the world before I see S-K-A-T-E scattered around Ventura's Skateboarder. In THPS1, as levels are completed and stats grow, Bob Burnquist turns from grindmaster to Learjet in no time. Tony Hawk could eventually balance his way around the whole lip of a pool. There wasn't a discrepancy among characters' abilities once they collected a few stat-enhancing tapes. That far from the case in the sequel, and evidence to that end is displayed freely in the blown-out Create A Skater mode.

There are as many ways to customize your skater as there are ways to prepare pasta. You'll be able to choose whether your skater is more inclined to successfully skate vert, street or a mix of the two. Then decide on your skater's name. From there, move down through the clothing, customize pants (jeans, shorts, cargo pants, etc.), all the way down to Rolling Stone Globe shoes or Tony Hawk's Adios. You can also select a color for your throw a Punisher-style skull tattoo on your chest. When it comes to stats, there are a surplus of options, ranging from urban influence to street cred to magnificence. You can even dictate your skater's musical preference.

"I totally dig the Create A Skater," says Pease. "It's awesome to have the pros in the game, but it's fun to create your own guy. Now that we have the mullet in there, we've really captured the spirit."

And once you finally stray from narcissism to skat no, there are enough options to dizzy a man of average stature. You can build a skater who is skilled at any of 10 different categories: air, hang time, ollie, speed, spinning, switch skating, rail balance, lip balance and invert. Unlike in the previous game, all these things will dictate how successful a skater can be with certain tricks. For example, if you're trying to master the 5050, if you'll have to stick with someone attuned to landing. But if you want to work on the 900, try building up air and hang time.

The coolest part of the Create A Skater comes when you hit the "Save" button.

(Continued on p. 90)

DO IT ON THE DEMO!



Tony Hawk's Special Moves

Of course you'll see this move available in the demo. It's the move that put Tony Hawk on the skateboarding map forever (like he wasn't already fully rooted there).

Tony told us that he had this move in mind for a lengthy spell, and once Neversoft put it in the game that he had to finally learn it. Betcha can't guess what he named it after.





THE BACKFLIP



THE HURRICANE GRIND

Chad Muska's Special Moves

Of course anyone can do a backflip (just kidding), but Muska does it with a style all his own. It's not easy to land, and seems to go in slow motion. But a little realism in a hurricane never hurt anyone.

Here's where the madman arrives in full grinding force. The Hurricane Grind is a little spinorama, more tornado than hurricane, that sparks the trucks like a skyscape on the 4th of July.



Manual



Nose Manual

The Cooler Name For A Wheelie

There's a story floating around about an instance when Rodney Mullen picked up a skateboard with the front trucks ripped off. He was seen skating, balancing on the back wheels of the board, which is called a manual (basically a cool name for a wheelie). He proceeded to ollie over something and landed back in a manual. Impressed? You should be.

"A manual is basically riding a wheelie. In our game you can do a manual or a nose manual. You can pull them anytime while skating on the flat ground or you can pull them while landing another trick," explains Scott Pease. "You have to balance them pushing forward or backward while steering the whole time, which is all kind of difficult, but it keeps your trick string growing. If you grind a rail and come out in a manual, you can ride the manual and balance it to the next rail and jump onto that, and it keeps your multiplier growing. You can start to link objects that are halfway across the park, whereas in the old game you had to look for rails next to rails."



Tap R2 to switch stance

Switching Things Up

The addition of Switch skating in THPS2 is yet another checkmark in the depth column. What is it? Tony Hawk knows better than we do: "You're actually skating, doing the tricks backward—in reverse, as if you skate the other way. In the game it labels it 'switch.' If you're goofy-footed and you're skating regular, then it would say 'switch.' That hasn't really been tapped. And beyond that, people are still coming up with new tricks that they're doing normally. Skating just keeps growing."

"There's no doubt the planets aligned last year. We did the best game we've ever made, skateboarding did one of its resurgences and Tony goes and does a 900 at the X-Games. He was on TV everyday."

Joel Jewett
Neversoft President



CAREER MODE

There are three new skater additions to THPS2, and they all have more street cred in their pinky fingers than Officer Dick has in his jelly donut-filled belly. Here are some shots of the newcomers doing what they do best.

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There are three new skater additions to THPS2, and they all have more street cred in their pinky fingers than Officer Dick has in his jelly donut-filled belly. Here are some shots of the newcomers doing what they do best.

(Continued on p. 92)



New Blood

There are three new skater additions to THPS2, and they all have more street cred in their pinky fingers than Officer Dick has in his jelly donut-filled belly. Here are some shots of the newcomers doing what they do best.



Rodney Mullen

A freestyle world champion 96 times over, Rodney brought his mind-boggling board-flipping skills to the street skating scene in 1990. The kickflip, underflip, impossible, casper, and darkslide are just a few of the patents on his résumé.



Eric Koston

Eric Koston makes swivel and nollie skating look easy. A skateboarding chameleon, he can mimic other riders' styles and tricks with amusing clarity, while the eponymous K-grind bears the imprint of his innovative legacy.



Steve Caballero

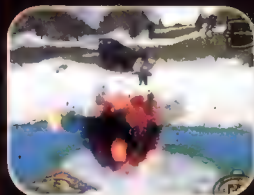
Considered a legend by most, Steve Caballero rose to the top of the Vert rankings as a founding member of the Bones Brigade during the '70s and '80s. Cab conquered a 44-stair rail feat year with a boardcicle. He's been skating forever.

HOGS OF WAR

This little piggy joined the army
This little piggy stayed home
This little piggy had a powder
This little piggy had none
This little piggy went BAM BAM
BAM and blasted all of the
other pigs into buckel



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www.hogsofwar-thegame.com



Joel Jewett
Neversoft President

"That's it," one of them says in response to my awed sighs. I'm too busy perfecting Tony Hawk's new Sacktrap. "When we hear those sounds, we know we're making the right improvements."

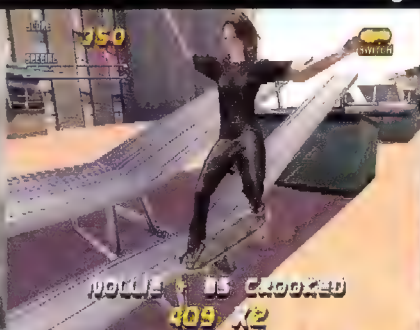


RG: Not all the time. I like Andrew

92 Official U.S. PlayStation Magazine



Think about it: professional skateboarders skateboard for a living. So when we sat down to chat,



It was easy to figure why they're always in such good spirits. Rodney Mullen is about the nicest



guy DPM's ever chewed the cud with, and Rune Glifberg's from Copenhagen, which speaks for itself.



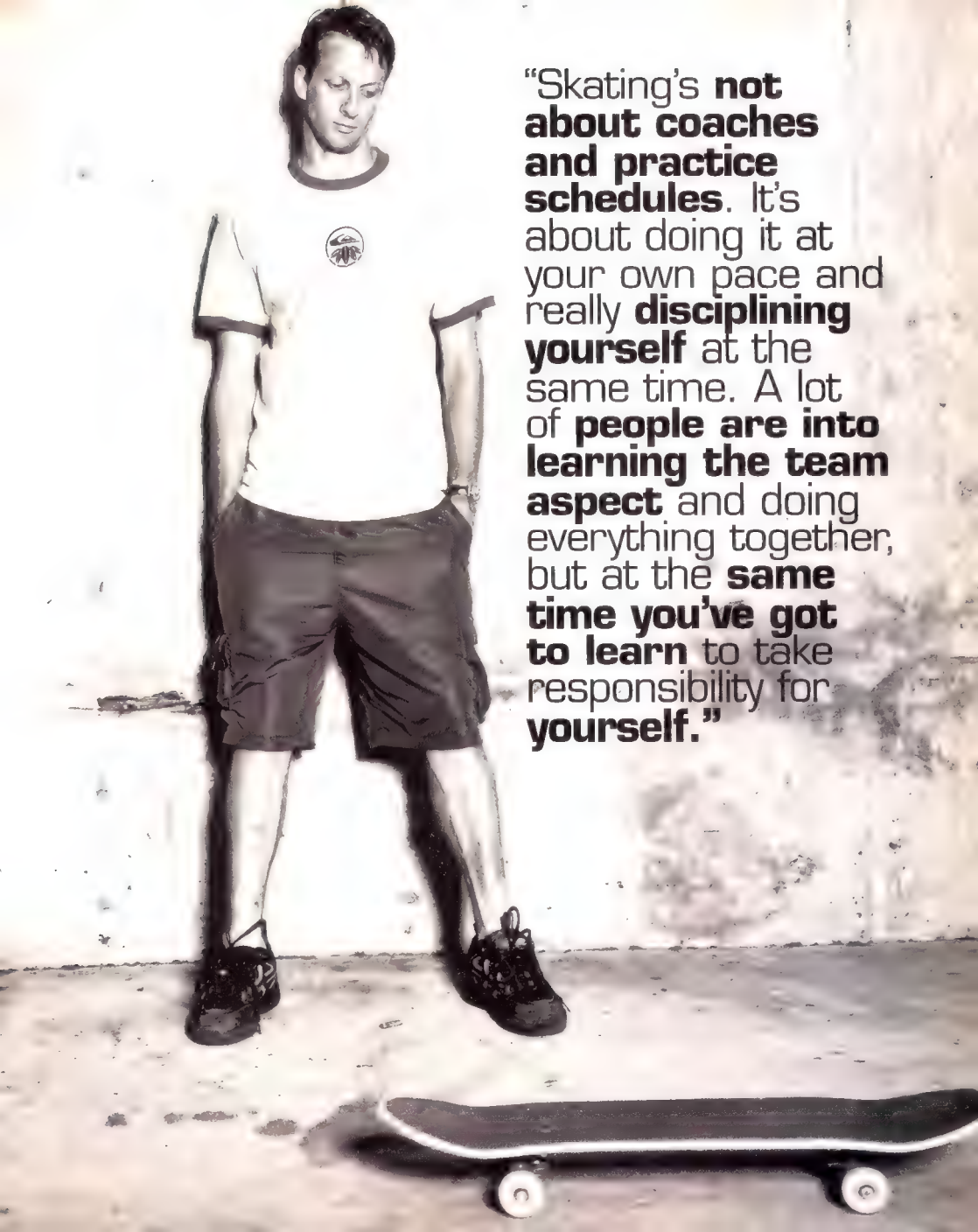


M *Hawk* Man

*Skateboard
legend*

*Tony Hawk
talks family,
gaming,
waking up in
an ambulance
and the
1080°*

*story by
Todd Zuniga
photography by
Joe Tarena*

A man with short dark hair, wearing a white t-shirt with a small circular logo on the chest and dark shorts, stands with his hands in his pockets. He is looking down at a skateboard on the ground in front of him. The background is a light-colored, textured wall.

"Skating's **not about coaches and practice schedules.** It's about doing it at your own pace and really **disciplining yourself** at the same time. A lot of **people are into learning the team aspect** and doing everything together, but at the **same time you've got to learn** to take responsibility for **yourself.**"

"Well, what's it all about? How do you come up with the names for trucks?" He's about as off balance from the proliferation of questions as he is on a skateboard.

"It used to be how many new names were brought up in the back-lip-tail-side shoving match. I've tallied a Smith grind on the barricade. It has to be something completely new to the new name. Now it's mostly just combos: back-lip-tail-side shove it out. You're not gonna make up a new name for that."

He slips off balance and, much like a cat, squares off on his feet. I ask him if he's ever seen a *kal* before. He says no, but quickly digresses to ask me to give it a try. "What about it?" he asks then.

We liked to eat at Ben hana. But, I didn't make it!
 Oh, my friend, I'm sorry!

And Madonna made a trick up, a one footed lien and tail, and to d a friend of mine I made up a lot of trucks but I never really saw a lot of o people ... arms out like wings. He ... couldn't figure out why D ... know they could learn then ... friend said that I had to n ... trendy At the ... est thing I c ... People started doing Madonnas at the ...

He's balancing with the board in all kinds of different ways. He tries to make a prediction, but he's failing. He looks like a car that's about to crash. It reminds me, "Were you surprised Disney approached you about doing this crazy thing?"

[illegible]

con status he started his own skate company (Brdhou... he's done the fabled 900. Di... loves him and... in one of the top selling PlayStatio... this expected?

[illegible]

The photographer says, "Just a few more. It's amazing the sun hasn't melted the camera. The intensity of blinding flashbulb light. So how did Tony end up into this pop-skateboarding space?"

'I don't know I never really chose that role. I que-

skating has always had a tainted image, mostly



Tony Hawk gets mobbed after achieving the 900.

"I never really thought about the **career choices or the benefits** that [skating] would have. When I was growing up there really weren't any benefits. **I was more of an outcast.**"

because there was nowhere to skate so people just skate on private property, and suddenly they're outlaws,' Tony says. 'I guess people like skating on private property, but I don't think they should be skating on public property. I think it's a waste of money. I think it's a waste of money. I think it's a waste of money.'

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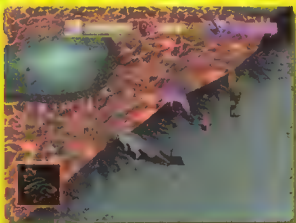
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Gex 3: Deep Cover Gecko Strategy
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☐ **Issue 27-\$10 December 1999**
PlayStation 2, Dino Crisis Strategy
Demo Disc includes: **playables:** Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameBreaker 2000, NCAA Game Breaker 2000, Cool Boarders 4, Demolition Racer



☐ **Issue 28-\$10 January 2000**
End of the World Buyers Guide
Resident Evil 3 Strategy
Demo Disc includes: **playables:** Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem



☐ **Issue 29-\$10 February 2000**
Wrestling Roundup
Medal of Honor Strategy
Demo Disc includes: **playables:** Tombat 2, The Evil Swine Return, Tomb Raider: The Last Revelation, SuperCross Circuit, NFL Sports Snowboarding, Baltimore, International Track & Field 2000



☐ **Issue 30-\$10 March 2000**
Wrestling Roundup
Medal of Honor Strategy
Demo Disc includes: **playables:** Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4, MTV Music Generator, Ace Combat 3: Electrosphere



☐ **Issue 31-\$10 April 2000**
Star Trek: Invasion
Saga Frontier 2 Strategy
Demo Disc includes: **playables:** Colony Wars, Red Sun, Spider-Man, Eagle One, Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido



☐ **Issue 32-\$10 May 2000**
PS2 Japanese Launch
Syphon Filter 2 Strategy
Demo Disc includes: **playables:** MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour



☐ **Issue 33-\$10 June 2000**
X-Men
Fear Effect Strategy
Demo Disc includes: **playables:** X-Men: Mutant Academy, Threats of Fate, WWF SmackDown!, Gauntlet Legends, Grand Session, Deception III: Dark Delusion





Do You Like It Cheap & Nasty?

1. $\mathcal{H}^1(\mathbb{R}^n) \subset \mathcal{H}^2(\mathbb{R}^n)$ and $\mathcal{H}^2(\mathbb{R}^n) \subset \mathcal{H}^1(\mathbb{R}^n)$ are not true in general.

As companies get more massive and swallow up smaller creative teams, the power of the marketing dollar becomes a more important consideration than the quality of the experience.

[illegible]

• "we'd never get away with charging \$40 for this, so we rushed it out quick and cheap"

It's not all bad this month though, so I hope I sound like I'm just moaning about stuff! **This month's star games were pretty damn good**, with *Legend of*

John Davison
Editor in Chief

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THE FINAL SCORE



We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

MEET THE CRITICS



SAM KENNEDY

FAVORITE GENRES:
R, G, A, P, M, F

CURRENT FAVORITES:
L, T, A, G, M, A

CAN'T WAIT FOR:
L, T, A, T, A



Covert Ops: Nuclear Dawn

● **Army Men: World War**
Publisher 3DO
Developer 3DO

Web Site www.3do.com

The first part of the paper is devoted to the study of the asymptotic behavior of the solutions of the system (1) as $t \rightarrow \infty$. In the second part, the problem of the stability of the solutions of the system (1) is considered. In the third part, the problem of the stability of the solutions of the system (1) is considered. In the fourth part, the problem of the stability of the solutions of the system (1) is considered. In the fifth part, the problem of the stability of the solutions of the system (1) is considered. In the sixth part, the problem of the stability of the solutions of the system (1) is considered. In the seventh part, the problem of the stability of the solutions of the system (1) is considered. In the eighth part, the problem of the stability of the solutions of the system (1) is considered. In the ninth part, the problem of the stability of the solutions of the system (1) is considered. In the tenth part, the problem of the stability of the solutions of the system (1) is considered.

know what to expect: **poor controls, repetitive gameplay and weak graphics**—and this time, I

Final Score ●●
Joe Rybicki

Players: 1-2
Memory Card: 1 block



Army Men: World War



Army Men: World War



Covert Ops



Covert Ops

● **Covert Ops: Nuclear Dawn**
Publisher Activision
Developer Sledgehammer Games

Web Site www.digitall.com

[illegible][illegible]

**Covert Ops' worst sin lies in its
abhorrent camera angles—literally
the worst I've encountered in a video
game** As though views in which a
triggee happy, jolly, and whimsical
resemblance to a child with a smile
can be your last, the game's violent
fighting is the only thing that keeps
it from being a total waste of time.
It's a bit of a shame that the game
builds its action on the use of weapons
when using the feature

Still, even after passing through Covert Ops, something makes me yearn for more. Maybe it's the con- fusion, maybe it's the way James Most (Alec Baldwin), the last ending, got that really, polymorphic out. Whatever the case, I can't help but call Covert Ops **a solid rental**. Let's just hope A's on lives its premiums for the inevitable sequel.

Final Score ● ● ●
Chris Baker

Players: 1
Memory Cards: 1 block



The Legend of Dragoon

More than just a Square deal?

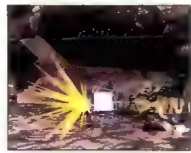
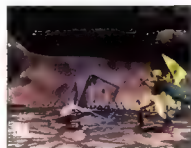
Publisher Sony CEA

Developer 500, 18

Web Site www.palatka.com
 Palatka is the premier form of battery, then the folks at Squate must be blushing brighter than a virgin bride.

Why? Because Sony has paid Square the ultimate compliment with its new low-budget RPG. The legend of Dragoon is a work of fantasy, yet the conventions that Square developed and brought to near-perfection in *Final Fantasy V* and *VI*. Most notable are the gorgeous pre-rendered backgrounds, still, static characters, stunning art direction, move-everything, soundtrack and emotional quality, none of which even mimics the last hours spent with the work of Shigeru Miyamoto and Rinoa.

But to call Sony a mere copycat would be an injustice to Dragonair, since the F3 backgrounds are similar in style to Final Fantasy VIII.



more so than VIII, by the way! But in *Dragonair*, the city's skyline is *so* beautiful that it at times surpasses the majesty of Square's games. Between water flowing leaves, billowing the "weeping rays" of light and dancing flames, each area is filled with moving elements that add another layer of realism and depth to an already grand world. And when the perspective starts to fade, a few elements limited to the background, the secondary, to the stunning scenery.

Then there's the battle system. Again, the approach appears deceptively simple. You use the D-pad to attack, and the RFGs to block and dodge. It's a way that creates a **refreshingly fun method of fighting**. Combat centers on **Additional Attacks**, which are performed by the med button. Presses lead up to a powerful finish. Each time you nail an **Additional Attack**, you get that attack's icon, also at moderate points toward Dragon's transformations, which open up stronger attacks and allow you to use Mega.

Sounds simple enough—and at first it is. But as you progress through the game, you'll find it increasingly difficult to attack. While you can eventually learn to hit what you're aiming at every 100th enemy, it takes a lot of time to do so. Besides, when timing your moves matters, the most heck there are even a few fights in which you'll get pummeled by a particularly bad enemy, so don't completely ruin your moves, adding even more pressure to get it right.

... battle system is the story, and that's another area where Dragon



...the star of the show, a young man, the whiny Cloud (FFVIII) but also reveals a bit more than the moody, quiet (FFVIII). During his adventure, Cloud will team up with a variety of other characters, each with their own unique personality and backstory. The star of the show, a young man, the whiny Cloud (FFVIII) but also reveals a bit more than the moody, quiet (FFVIII). During his adventure, Cloud will team up with a variety of other characters, each with their own unique personality and backstory.

...that detracted from an otherwise well-told story. Dragoon's most remarkable feature, if such is its pain. In many RPGs with drawn-out dungeons, oblique mechanics and overblown stories, I found this

game's gentle learning curve and superior level design.

...the most important. Dragoon had me completely hooked, anxious to put aside my other responsibilities to play this game. The game's gentle learning curve and superior level design.

...the most important. Dragoon had me completely hooked, anxious to put aside my other responsibilities to play this game. The game's gentle learning curve and superior level design.

it takes to do a Square? Most of the time, it's enormous.

...the most important. Dragoon had me completely hooked, anxious to put aside my other responsibilities to play this game.

...the most important. Dragoon had me completely hooked, anxious to put aside my other responsibilities to play this game.

...the most important. Dragoon had me completely hooked, anxious to put aside my other responsibilities to play this game.

...the most important. Dragoon had me completely hooked, anxious to put aside my other responsibilities to play this game.

Final Score ●●●● Gary Steinman

Players: 1 Memory Card: 1 block



• **Expendable**
Publisher
Developer
Web Site

• **Gekido**
Publisher
Developer
Web Site

...expendable. First of all, the clunky control is just about useless for a twitch game.

...expendable. First of all, the clunky control is just about useless for a twitch game.

Final Score ●● Gary Steinman

Players: 1-2 Memory Card: 1 block

Final Score ●● Gary Steinman

Players: 1-2 Memory Card: 1 block



Expendable



Expendable

...what really hurts Gekido is the frustrating amount of cheap hits

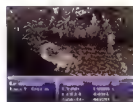
...call it a pretty good fighting package and anyone interested in

Final Score ●●● Sam Kennedy

Players: 1-4 Memory Card: 1 block

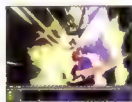
A Brief History of Timing

Dragoon isn't the first traditional RPG to combine timed button presses with turn-based attacks. Here's a quick look at some notable predecessors (keep in mind we're not considering action or adventure/RPGs).



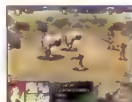
Final Fantasy III

Just one character uses timed attacks in Final Fantasy III, but it's such a cool system that it's worth mentioning. Sabin, a master of martial arts, uses his Blitz techniques to devastate foes. Each attack requires a different button combo that's even more like a fighting game than Zell's Limit Break attacks in FFVIII.



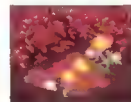
Final Fantasy VIII

Most Guardian Forces can be "Boosted" by furiously mashing the X button in carefully timed spurts. Also, two characters have finger-flexing Limit Breaks: Squall's calls for a series of taps on the shoulder button, while Zell's uses button combos similar to those found in many fighting games.



Shadow Madness

Hitting the X button right as you connect with a standard attack doubles the power of that attack. While this may seem fun at first, it becomes an exercise in tedious monotony after about the billionth time—especially since it's way too easy to pull off with most of the characters. Definitely uninspired.



Super Mario RPG

This SNES classic had one of the most enjoyable RPG combat systems ever. Mario, for example, could jump on enemies' heads, much like in his platforming adventures the more times you hop on a baddie the more powerful the attack. Plus, the rest of the cast had similar kinds of attacks.

But enough about us...
What do *you* think?



- **Strider 2**

Publisher Capcom
Developer Capcom
Web Site www.capcom.com

ferocity!

very much a 2D platform game

1. The first step is to identify the key components of the system. This involves understanding the hardware, software, and data involved. For example, in a web application, this might include the server, the database, and the user interface.

That's right, folks, unlimited continues. You can easily beat this



- **Test Drive Le Mans**

Publisher	...
Developer	...
Web Site	...

[illegible]

My biggest complaint is that the cars feel all wrong.

...comes across as just being overwhelmingly average. The music is

Final Score ●●●
John Davison



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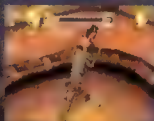


www.zdnet.com



THE BOSSES

Tyrannosaurus Wrecks

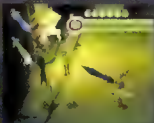


First form: This skeletal Rex will chase you down spewing flames up your backside. After a few attacks the monster will raise up on its hind legs and start calling smaller skeletons. This is when you climb up on its back to slice at the supple pink brain.



Second form: The battle isn't over yet. The boss will return as a flying creature. Dodge the flaming pools that it spits and wait for it to call for a few friends. Use your Pistol to shoot its brain. After you take down this form, you've won.

The Ripper

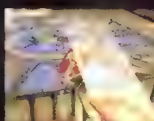


Slowing Kiya from the Ripper: Kiya only has a limited amount of health, so if she dies, it's all over! Run around, dodging his blade swipes. The Ripper becomes vulnerable when he goes after Kiya, so take advantage of his weakness and use your Magic Sword to whack him. After you've whittled him down below 50 percent health, he'll start lobbing a plethora of spells at you. This desperate action is easily dodged. The trick to beating the Ripper is to attack him as much as possible whenever he goes for Kiya. For your efforts, you'll get a Chalice of Souls (that earns you the Gatling Gun) and a new suit of Golden Armor that totally rocks.

The Count



First form: Flip the mirrors so they stand up straight. When the Count tosses a fireball at you, dodge to the side and his attack should reflect back to him. When the Count charges at you, keep running until he tries to blast you again.



Second form: Weakened, but not defeated, the Count will redouble his attacks. This time you must hit each mirror so it reflects the light from the ceiling. After all of the mirrors are in position, the Count will burn. It only takes a couple of hits after that.

Iron Slugger



Fight to the death: Uppercuts are the key to victory. If you've dropped to less than a quarter of health, keep moving away until the round ends. Once you start pounding limbs from your opponent, you should take him out easily. It may take a few attempts.

Between rounds: If you've lost any limbs, you can retrieve up to two of them between the rounds. You'll have to catch the nasty little limps, but throwing your Axe around should make short work of them. If you want to learn how to fight, try reading the book.

The Demon



Wendover battles: You must face Mander and Dogman again. Circle around Dogman and try to cleave Mander with your Sword. The amphibian will be a bigger threat in the long run, so weaken him first. You will likely kill Dogman before him, although you'll do so accidentally. Keep moving and circling. Swing your Magic Sword repeatedly and they'll take some massive damage.

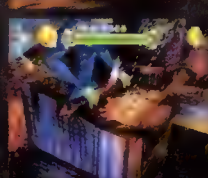
When it is just Mander on the screen, put your sword away and switch to your Flaming Crossbow. Fire away and he'll burn to death without much of a fuss. You are about to face the final opponent.

The final battle: You must face Palethorn as well as a demon he has summoned. It may seem daunting, but this battle isn't too bad once you figure out how to stop them both at the same time.

The demon will start by slamming his fists into the ground. Dodge them and avoid the rubble. He will also radiate fire from the center of the screen. Just jump over it to avoid taking damage.

Palethorn is decked out in a space ship. He'll rake you with machine guns while launching homing missiles. Keep dodging from side to side to avoid most of the havoc. When he flies overhead, here is your chance

to attack. Fire your gatling gun into his backside and he'll temporarily lose control and blast the demon. This will aggravate him and he will backslap his ship as if it were a child's toy. Just do this five or six times to win the game.



More Puzzles: [A-Z](#)

More Puzzles: [A-Z](#)

AI, Characters: [A-Z](#)

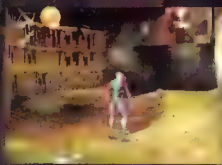
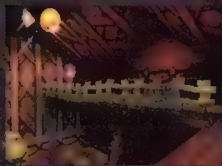
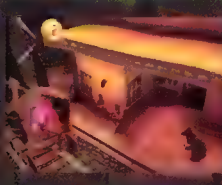
Crash Bandicoot: [A-Z](#)

Crash Team Racing: [A-Z](#)

Unlock Papu Papu: [A-Z](#)



THE CHALICES



After you've killed all of the Pumpkin monsters in the garden, you will be able to find the Chalice way up high. Go back to the room where you acquired the Hothouse Vase. Climb to the top of the tree. This will earn you some Bombs.

1. The Hothouse

The doorway to the left of the cannon leads to a small garden. If you look above the small pond, you will find the outlines of a Chalice floating there. If you have killed enough enemies, the Chalice will be yours! This will earn you the Cane Stick later.

2. Kensington

To find the Chalice, climb up the ladder next to the entrance of the first tunnel. Make your way to the station and ring the bell. The train will arrive, carrying the coveted Chalice of Souls. This will earn you the Hammer of Thor back at the Professor's Lab.

3. The Freakshow

There is a barn near the entrance to the spinning corridor. If you enter and climb up to the second floor, you will find the glowing Chalice in the far corner. Collecting this item will earn you the Crossbow when you return back to the laboratory.

4. Greenwich Observatory

The Chalice is fairly difficult to reach. It is on the last ruined ship in the ship graveyard. You will have to nimbly jump to get there. You will have to almost kill every single enemy in the area in order to collect enough souls. This Chalice will earn you the Axe.

5. New Gardens

After you have killed all of the Pumpkin monsters in the garden, you will be able to find the Chalice way up high. Go back to the room where you acquired the Hothouse Vase. Climb to the top of the tree. This will earn you some Bombs.

6. Darkenstein

Have you searched and re-searched the entire area for the Chalice and keep coming up empty-handed? Climb the train track and follow it till it weaves above the main computer. Look atop the mainframe. This will earn you the Broad Sword.

7. Walfron Hall

This Chalice is right in the open. You will find it on a table next to the front door of the mansion. You won't be able to get it right away. Of course, so you'll have to backtrack to it later. Collecting this item will earn you the Lightning.

8. Whites Chapel

The Chalice can be found in a small alcove down a side street. It is right near the second cemetery and shouldn't be too hard to find. Just look for the glowing cup and you should be fine. Collecting this item will earn you the Blunderbuss.

9. Sowers

If you go back to the room where you saved the first girl, you will notice a pair of spectral hands following you. This is an important clue. Mount the hand and crawl inside one of the Worm pipes. The Chalice you earn will get you the Magic Sword.



Unlimited Bombs: Press **Left** and **Right** simultaneously.
Unlimited Masks: Press **Left** and **Right** simultaneously.
Unlock a New Race: Press **Left** and **Right** simultaneously.

After entering the game to get the Chalice, you will see the following message: "Unlimited Wumpa Fruit: [Left] [Right]".

Unlimited Bombs: Press **Left** and **Right** simultaneously.
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Cyber Canyons Course: **MM-11**
Cyber Sawgrass Course: **SE-1A-E**
Cyber Summerlin Course: **PL-1A-E**
Now, you can play the game.

Fear Effect

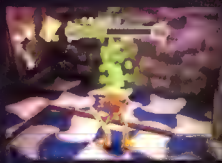
Infinite Ammo

To get the Fear Effect, you need to kill all of the enemies in the game. This will earn you the Fear Effect.

Get By On Limited Life

Staying Alive

Health reservoirs contain a set amount of life; once you use them, they're gone for good. This means you'll need to conserve your life as much as possible. If you are on a later level, and need a quick pick-me-up, look for the secret passages in the easy levels. Remember, you must complete the level in order to acquire what you have gained in the level. Health Vials refill as well.



► You can acquire a limited amount of life from these reservoirs.

How to Fight

It's not the size of the sword, it's how you swing it.

Dan has two types of attacks with most kinds of weapons. The jab is done with the X button. It is perfect for quick strikes against a single enemy. If you are surrounded, the Square button will normally perform a wider attack that can hit multiple opponents. This attack is generally slower and leaves you open a bit longer.

Charging Up

Many of the weapons have a charge move. This is done by holding down the Square button and releasing when the weapon glows. These attacks vary from weapon to weapon, but most can kill weaker enemies with a single blow. Whenever you get a new weapon, you should try this move. I don't worry about wasting this attack—you can do it as many times as you want!

When You Run Out Of Ammunition

The reason for collecting gold

The only way to acquire ammunition for your weapons is to buy it from a bizarre creature known as the Spiv. This creature can also do things such as recharge your magic, or repair your armor and shields. None of these benefits come cheap, though, because the Spiv is trying to make a profit. You can find the Spiv on every level, but he's often hidden. You'll know that the Spiv is around if you hear a weird snorting and grunting. Bring lots of gold to him.



► The Spiv will refresh your ammo stocks—for a price.

Out Of Body Experience

What those weird hands are for

Dan can remove his head and place it in one of those spectral hands. This ability allows you access to hard-to-reach spots like small holes. You will trigger this ability once you reach Wulfrum Hall. You will not be able to do this move before.

Last minute help

All of the small secret passages have life

reservoirs. Remember the entrances to these passages so you can come back to them at later points in the game. The last few levels are extremely difficult, and you'll need every speck of life you can get your hands on.

Puzzling

You can also use your head to trigger switches far from your body.

Life Bottle Locations

Useful Tools

Life Bottles help keep your life going when your normal life meter and the also save you from "Instant death" effects such as falling from a great height. You will find them throughout the course of the game, and each one you get will essentially allow you to gain an extra life. Take a look at the list below to find out where to find them.

Kensington

• Look in the remains of the T-Monster house.

The Freakshow

• Look in an alcove behind one of the weapons.

Kew Gardens

• The first puzzle in part 1 has a bottle out in the open.

• Look in a little room at the Hothouse.

Wulfrum Hall

• It is down a corridor on the second floor of the mansion.

Winechapel

• The lady in the shop will give you one.

The Sewers

• After you save the first girl, there is a section you can climb up.

Cathedral Spire

• Look on the side of the main spire by one of the souls.

• Also, look in the room containing the last secret.



► Your skull can ride on those strange spectral hands.

WWF SMACKDOWN!

Hidden Jabronis

1st year

2nd year

3rd year

4th year

5th year

6th year

7th year

8th year

9th year

Pre-Season Mania

1 pre-season

2 pre-seasons

3 pre-seasons

4 pre-seasons

5 pre-seasons

6 pre-seasons

7 pre-seasons

8 pre-seasons

10 pre-seasons



1-Hit Death with Melee Weapon

Down Down Down, Tripple Down

FIFA 2000

Hidden Super Teams

Rate of Fire Increase

Target Practice Mode

Instant Puzzle Solve Mode

1-Hit Death with Firearms

Kills foes with one hit when using a

Suicide Mode

Final Fantasy Tactics

Get Cloud in Your Party.



SYPHON FILTER 2

Mission Secrets, and what they unlock

Mission 1 - Colorado Rockies

When you find the H11 crate in the cave near the waterfalls, you will unlock the "Colorado Rockies" achievement.

Mission 3 - Colorado Interstate 70

When you get the Binoculars out of the crate in the back room of the first house, you will unlock the "Colorado Interstate 70" achievement.

Mission 8 - C-130 Wreck Site

Kill Archer with one shot as he rides the "C-130" plane. You will unlock the "C-130 Wreck Site" achievement. Also, if you get the "C-130" plane, you will unlock the Syphon Filter 1 character in the Two-Player mode.

Mission 9 - Pharcorn Expo Center

When you find the "Pharcorn" in the locker, you will unlock the "Pharcorn Expo Center" achievement.

Mission 11 - Moscow Club 32

If you kill all three body guards on the dance floor at the beginning before they lose on the dance floor, you will unlock the "Disco Basement" arena.

Mission 12 - Moscow Streets

Get the PK-107 rocket from the "Anti-Aircraft" building. After you and a "Bomber" fly over the "Bomber" arena.

Mission 13 - Volkov Park

If you get to the first level before the agent picks it up, you will find a "B2" missile. This will unlock the "B2" arena.

Mission 15 - Aljir Prison (Break-in)

If you can make it through the whole prison without being caught, you will unlock the "Aljir Prison" arena.

Mission 18 - Agency Bio-Lab (Escape)

When you enter the Operating Room you will unlock the "Agency Computer Lab" arena. If you enter the Operating Room by entering the "Agency" door that you wanted to enter previously, you will unlock the second one that leads out of the "Agency".

Mission 19 - New York Slums

Find the Dirty Laundry in the "Agency" in the "New York" building. This will unlock "Dirty Laundry" arena.

Mission 20 - Slums District

If you make it to the top of the stairway in the parking garage you will find a "Bomber" with a "B2" missile. This will unlock the "Bomber" arena. This will unlock the "Bomber" arena in the Two-Player mode.

EA SPORTS TRIPLE PLAY 2001

One of the charms of Triple Play 2001 is the crowd of unlockables throughout the game. You'll find some of the All-Century team players who can be unlocked with consecutive strikeouts, diving put-outs and a whole slew of other things. Here's a complete list. Enjoy the pastime!

POTENTIAL CHEAT/ REWARD LIST

Skinny Players - One HR in a game with a player who weighs less than 160 (13 players—allow created players)

Large Players - One HR in a game with a player who weighs over 250 (four players—allow created players)

Strong Arm - Two Outfield Assists by same player in a game / two Pickoffs by same player in a game / two Caught Stealing by same player in a game

Fast Players - Three SB by same player in a game

Big Glove - One diving catch/wall climb in a game by team

Huge Glove - Two diving catches / wall climbs by in a game by team

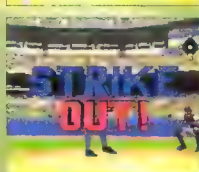
Pulsating Glove - Three diving catches / wall climbs in a game

Big Head - Four runs scored in a game by team

Huge Head - Eight runs scored in a game by team

Pulsating Head - Twelve runs scored in a game by team

Big Baseball - Three K's in a



game by team

Huge Baseball - Six K's in a game by team

Flaming Baseball - Nine K's in a game by team

Pencil Head - Six K's in a game by team (against User)

Tall Players - Eight hits in a game by team

Tiny Players - Twelve hits in a game by team

Tiny Head - Sixteen hits in a game by team

Power-up Offense (Every player on team's offensive attributes slightly increase) - eight HR hit in a game by team

Power-up Defense (Every player on team's defensive attributes slightly increase) - three double plays turned in a game by team

Power-up Speed (Every player on team's speed attributes slightly increase) - six SB in a game by team

Invisible Players - Three Triples in a game by team

Big Bat - Two HR by same player in a game

Small Bat - Three Strikeouts by same player in a game

Pulsating Bat - Five runs scored by same player in a game

Superstar Difficulty (Better than All-Star) - Defeat a team in Single Game with All-Star difficulty setting
CPU Assist (Catch-up logic) - Defeat a team by more than 10 runs

UNLOCKING THE HIDDEN LEGENDS

Hank Aaron - Two HR over 500 ft. from same player in same game (any team) OR hit 50 HR in one season with an Atlanta Brave (Season Mode only)

Babe Ruth - Hit a HR with the pitcher (any team) OR Win the World Series with Boston (break the "curse of the bannino")

Willie Mays - Four diving putouts (catches/over the wall climbs/dive and throw out runner) in a game

Knockout Kings 2000

Pulsating Heads, Double Crosses, and

Unlock Mills Lane: Go into Exhibit on and



[any team] OR collect a HR, a SB, and make a diving putout with the same player in any post-season game *(Season Mode only)*

Frank Robinson -Lead-off the game with back-to-back HRs *(any team)* OR Player from user team wins National League Triple Crown *(Season)*

Harmon Killebrew -Three HR over 500 ft. from any players in same game OR win the World Series with the Minnesota Twins *(Season Mode only)*

Reggie Jackson -Hit 10 HR as a team in a game *(any mode)* or hit three HR with the same player in any World Series game *(Season Mode only)*

Mike Schmidt - Four HR from same player in same game *(any team)* OR win the World Series with the Philadelphia Phillies *(Season Mode only)*

Mickey Mantle - Hit a home run longer than 565 feet *(any team)* OR have a player from a user team win an American League Triple Crown *(Season Mode only)*

Jimmie Foxx - Eight RBI's from same player in same game *(any team)* OR collect 175 or more RBI's in a season with the same player *(Season Mode only)*

Willie McCovey - Hit back-to-back -to back home runs in a game *(any team)* OR win the World Series with the San Francisco Giants *(Season Mode only)*

Ted Williams -Collect six hits with the same player in a game *(any team)* OR have a player hit .400 in an entire Season

Eddie Mathews -One triple play *(any team)* OR win the home run crown with a Milwaukee Brewer *(Season Mode only)*

Ernie Banks -Six double plays *(any team)* OR win the World Series with the Chicago Cubs *(Season Mode only)*

Mel Ott - Hit a home run with someone who is 5'7 or less *(any team, including created players)* OR hit a grand slam home run in any post-season game *(Season Mode only)*

Eddie Murray -Hit a home run from both sides of the plate in a game with same player *(any team)* OR win the World Series with the Baltimore Orioles *(Season Mode only)*

Lou Gehrig - Have a user-controlled player hit for the cycle in a game *(any mode)* OR win 117 or more games with a user-controlled



team in a season *(Season Mode only)*

Jackie Robinson -Steal four bases with the same player *(any mode)* OR steal home in any post-season game *(Season Mode only)*

Ty Cobb - Steal home two times in same game *(any team)* OR win the World Series with the Detroit Tigers *(Season Mode only)*

Satchel Paige -Strike out five consecutive batters with the same pitcher in a game *(any mode)* OR strike out 150 or more batters with

the same pitcher in a season *(Season Mode only)*

Cy Young - Pitch a complete game shutout *(minimum five innings - any team)* OR win 25 or more games with the same pitcher in a season *(Season Mode only)*

Island Stadium - Win a game by three runs in the following stadiums: Coors Field, Pacific Bell Park, Kauffman Stadium, Edison International Field

Space Stadium - Hit a ground rule double in a game in any stadium

DRAFT CENTRAL

If you enter Season Mode you can engage in a draft. There are a lot of guys out there, and the first pick can set the tone for your entire team. Here's a list of who the computer will draft in the first ten picks, and who we suggest taking in the first ten. This, of course, considers the offensive arcade style nature of Triple Play 2001, which tries to convince gamers that pitching doesn't win championships.

Computer

SP-Pedro Martinez
SP-Randy Johnson
1B-Rafael Palmeiro
SP-Kevin Brown
SP-Kevin Millwood
SP-Jose Lima
P-Travis Hoffman
B-Mark McGwire
CP-Billy Wagner
B-Todd Helton

OPM

SP-Pedro Martinez
SP-Randy Johnson
3B-Chipper Jones
C-Ivan Rodriguez
RF-Sammy Sosa
SS-Nomar Garciaparra
2B-Roberto Alomar
CF-Ken Griffey, Jr.
RF-Vladimir Guerrero
SS-Alex Rodriguez



Next Level Health:
Maximum Health:
Refill Magic:

Legacy of Kain: Soul Reaver

Refill Health:
Down, Circle, Left

Next Level Health:
Maximum Health:

Maximum Health:
Refill Magic:

Refill Magic:
Maximum Magic:

Maximum Magic:
Refill Health:

Pass Through Barriers: Hold L1
e, Left

Wall Climbing: L1 and press
L2 Rght, Up

Hurt Raziel: Hold L1 and press Left,
Right, Circle, Left, Right

Force: Hold L1 and press Left,
Right, Circle, Left, Right

Constrict: Hold L1 and press Down,
Right, Right, Circle, Up, Up

Down
Force Glyph: Hold L1 and press
Down, Circle, Up, Left, Down, Right

Stone Glyph: Hold L1 and press
Down, Circle, Up, Left, Down, Right

Sound Glyph: Hold L1 and press
Down, Circle, Up, Left, Down, Right

Down
Water Glyph: Hold L1 and press
Down, Circle, Up, Down, Right

Fire Glyph: Hold L1 and press Up,
Down, Circle, Left, Right

Up, Right, Circle, Left, Right
Sunlight Glyph:

Up
Shift at Any Time:

Left, Circle, Right, Left, Circle
Right, Circle, Left, Right

Left, Circle, Right, Left, Circle
Right, Circle, Left, Right

Left, Circle, Right, Left, Circle
Right, Circle, Left, Right

Marvel vs. Capcom

Hidden EX Option Pre-emptive
ment, app, and more

Hidden EX Option Pre-emptive
ment, app, and more



STAR WARS EPISODE 1: JEDI POWER BATTLES

Play as Captain Panaka

First, beat the game on Jedi mode with Plo Koon. Next, highlight Plo and press select. Captain Panaka's picture should replace Plo Koon's at the top. Press X and you will play as Captain Panaka. Note: Both he and Queen Amidala use a blaster and fists.

Play as Darth Maul

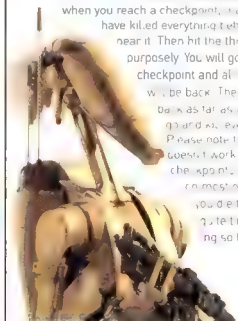
To play as Darth Maul you MUST beat the game as Qui Gon Jin in Jedi mode or Easy mode. It doesn't matter. Then go back to the character selection screen and highlight Qui-Gon and press and hold Select until Qui-Gon's picture turns into Darth Maul's picture.

Play as Queen Amidala

To access Queen Amidala, beat the game on "Jedi Mode" with Obi-Wan Kenobi. After doing this, go to the character selection screen on the game's main menu on "Jedi Mode" with Obi-Wan Kenobi. Now highlight Obi-Wan, but DO NOT SELECT HIM. In other words, move your green character's cursor onto Obi-Wan's picture, then stop. Now hold down Select. The picture at the top of the screen should change from Obi-Wan to Queen Amidala. Now press X to start the Queen.

Point Trick

In almost all levels you can get thousands upon thousands of extra points easily. First, what you need to do is have a bunch of extra credits. Then, when you reach a checkpoint, make sure you have killed everything before the checkpoint and near it. Then hit the thing and die purposely. You will go back to the checkpoint and all the enemies will be back. Then run back as far as you can, guard all everything. Please note that this doesn't work on all checkpoints, but places enemies on them. If you die this can be a lot of time consuming so try not to die.



(cont. from page 116)

press and hold Select, and then press Start. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge, and more.

Medal of Honor

Each of these codes will make the Enigma flash green to confirm correct entry.

Captain Dye Mode: Go to the Enigma machine before starting a

new game and enter CAPTAIN DYE. While this mode is entered, you'll have a amount of health, a percentage of levels within a mission, and a timer. In the game, it will be a 100% health, 100% levels, and a 100% timer. It will also allow you to play as all the characters by winning the game's secret commendation.

Nitty Nitty Power-ups: Go to the Enigma machine before starting a new game. Enter NITTY NITTY MODE to turn on Nitty Nitty Power-

ups. **Play as American Movie Mode:** Enter the Enigma machine before starting a new game. Enter AMERICAN MOVIE MODE to play as all the characters in the movie. **Unlock Col Muller:** Go to the Enigma machine before starting a new game. Enter COL MULLER to unlock Col Muller. **Unlock Winston Churchill:** Enter the Enigma machine before starting a new game. Enter WINSTON CHURCHILL to unlock Winston Churchill. **Unlock the Raptor:** Enter the Enigma machine before starting a new game. Enter THE RAPTOR to unlock the Raptor.



The Manual 900

One of the easiest ways to score big points is to whirl in the air like a helicopter blade. You can do this by holding Left or Right once you've caught some huge air, but that's not a good way to do the monster spin tricks. As soon as you've got some air built up, tap in the command for a move—a grab or an aerial move. As your skater goes airborne, start holding the R1 button. For each 360 you achieve, you'll be rewarded with a multiplier. And if you pull off a 900, well, that's just freakin' cool!

Grind Session

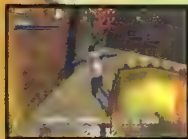
Grinding is an integral part of THPS. You'll need it to score points, but you'll also need to grind to reach otherwise impossible areas. To score the big points using grind tactics, get used to double-tapping X and then holding down triangle once you're in the air. Get the most out of your effort by varying the type of grind you do. If you've just done a 50-50, try a nosegrind. Also, rehearse staying straight up. Tap Right and Left to hold the grind even longer. Best advice: Once you start over-leaning, don't start a new grind.

Stretching the Combo Limits

The most important strategy, high-scoring-wise, is to incorporate your Special Move into your routine. The easiest way to keep your Special meter up is to constantly combo your tricks. So, when you get good air and you're trying to make a solid point run, tap Right and square, then Up and square in the same trick. Then, try the diagonal moves, which are a little harder to link together. This is the best way to score, and it really impresses the ladies (or gentlemen). Also, remember to vary your combination tricks.

Immaculate Grabs

This goes hand in hand with the place allotted for "Manual 900." Once you're getting the hang of grabbing your board, remember to hold on to the circle button to get even more points. Once you've caught air and you're pressing in a direction with circle, hold down a Trigger and you'll start multiplying your score like a madman. Grabs are the most rad maneuvers, and the cool part is that you control how risky it is. If you haven't caught much air, settle for a 540, but if the people below are tiny as ants, try for a gut-wrenching 900.



Codes for Multiplayer Mode:
Unlock Wolfgang: HODUP
Unlock Bismarck: WOLFWOOD
Unlock Otto: HEPHODMBF
Unlock Noah: BFAHMBALL
Unlock Von Braun: ROCKTMAN
Codes Unlocked on the Gallery Screen:

tony HAWK

Kickflip McTwist



540 Board Varial



360 Flip to Mute



The 900



bob BURNQUIST

Backflip



One Footed Smith Grind



Burntwist



jeff ROWLEY

Backflip



Double Hardflip



Darkslide



ucky LASEK

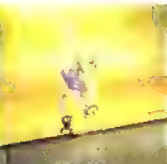
Kickflip McTwist



Fingerflip Airwalk



Variable Heelflip



Special Moves

chad MUSKA

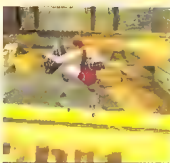
Backflip



One Foot Thumpin'



360 Shove It



kareem CAMPBELL

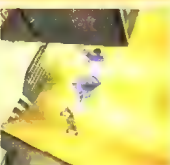
Frontflip



Casper Slide



Kickflip Underflip



andrew REYNOLDS

Backflip



Heelflip Bluntside



Triple Kickflip



rune GLIFBERG

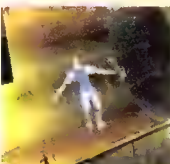
Kickflip McTwist



Christ Air



Triple Kickflip



jamie THOMAS

Frontflip



One Footed Nose Grind



540 Flip



elissa STEAMER

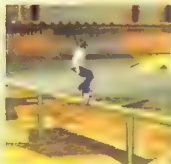
Backflip



Primo Grind



Judo Madonna



Hidden Skaters

officer DICK

Yeehaw Frontflip



Assume the Position



Neckbreak Grind



private CARRERA

The Well Hardflip



Somi Spin



Ho Ho Ho



Unlock the Making of Level 1

(History): INVASION

Unlock the Making of Level 2

(History): BIGRETA

Unlock the Making of Level 3

(History): DASBOOT

Unlock the Making of Level 4

(History): STJKA

Unlock the Making of Level 5

(History): KOMET

Unlock the Making of Level 6 and 7

(History): TWOSIXTWO

Unlock the Making of Level 8

(History): VCTORYDAY

Pictures of the Development Team:

DWIMOTTEAM

Secret Photo Gallery of Staff:

LW GALLERY

L. Henson Picture: COOLCHICK

A. Jones Picture: AJRULES

Mission Log Codes: For the next

two weeks, when a skater game enters the pass word then highlight Mission Log and go to any previous

Secret Codes: Career

Audie Murphy Mode (Invincibility):

MOSTMEDALS

Wire Frames: TRACEON

Cheaters Never Prosper: Enter

the word in any other the trick

when entering the menu, you will

hear a voice say "Cheaters never

prosper, once the trick is entered

correctly

All Levels Open: Down, Up, Right

Left, Triangle >

Mega Points:

Triangle, Circle, X, Square

All the Gold Medals: [

Left, Right, Triangle, X, Square

Metal Gear Solid

Snake's Tuxedo, T.

The path to

Snake's Tuxedo

NHL 2000

Awesome Players: N

Awesome Players: N

Awesome Players: N

Awesome Players: N

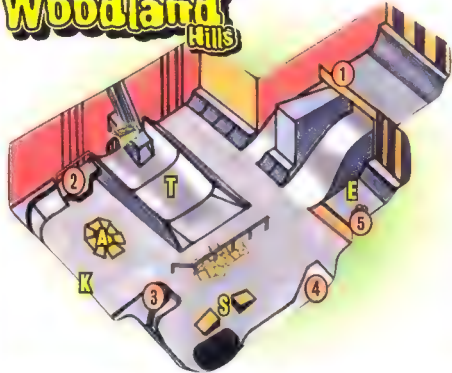
Awesome Players: N

Awesome Players: N

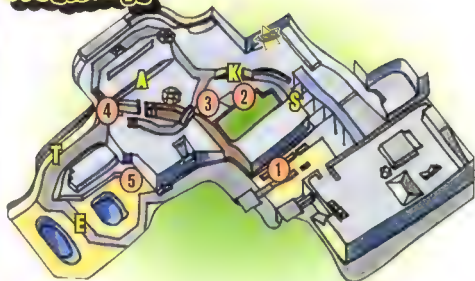
Awesome Players: N



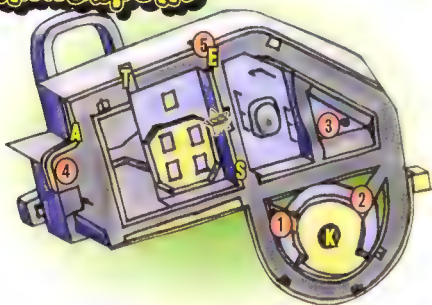
Woodland Hills



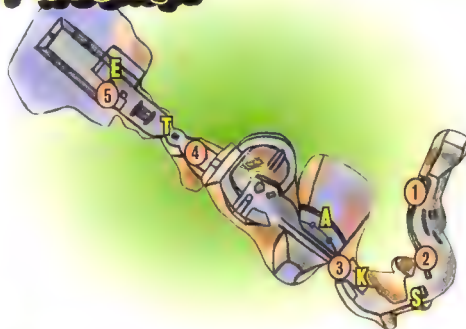
Miami



Minneapolis



Phoenix



player Pete Knisper. After you finish the level, wait for a pause screen. Answer the four questions by highlighting the correct answer. If you get all four right, you'll earn a bonus. Create a new player or join the team with a guest.

Awesome Defensemen. Name your player Sledge. Choose Attack as the play style. Add a new ability. Layer on the Awesome

Goal. Now you're ready to play. The first level is called "The First Step." It's a simple level with a few enemies.

Awesome Goal. Name your player Sledge. Choose Attack as the play style. Add a new ability. Layer on the Awesome Goal. Now you're ready to play. The first level is called "The First Step." It's a simple level with a few enemies.

Oddworld: Abe's Exoddus
Level Select: At the main menu, hold R to enter the level select screen.

View all FMVs: At the main menu, hold R to enter the FMV screen.

Invincibility: While playing a game, hold the R button to enter the level select screen.

Next Section Warp: During the game, hold the R button to enter the level select screen.

View all FMVs: At the main menu, hold R to enter the FMV screen.

will decrease the number of saved. Make sure you have enough space.

Sled Storm

Enter the options menu and select the "Sled Storm" option. Now enter the name of the new player.

New Sled and Players. Choose "Sled Storm" as the sled name. Choose "Sled Storm" as the sled name.

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Silicon Valley
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Ninja
Trio 101
MadCave Nite '99



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The 100 Most
The 100 Most
The 100 Most
The 100 Most



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South Park
The Sims
The Sims
The Sims
The Sims
The Sims
The Sims



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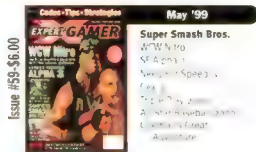
Silent Hill
Silent Hill
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Silent Hill
Silent Hill
Silent Hill
Silent Hill



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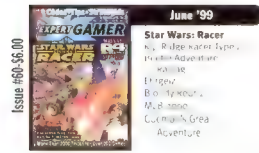
Mario Party
Mario Party
Mario Party
Mario Party
Mario Party
Mario Party
Mario Party
Mario Party



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Super Smash Bros.
Super Smash Bros.
Super Smash Bros.
Super Smash Bros.
Super Smash Bros.
Super Smash Bros.
Super Smash Bros.
Super Smash Bros.



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Star Wars: Racer
Star Wars: Racer
Star Wars: Racer
Star Wars: Racer
Star Wars: Racer
Star Wars: Racer
Star Wars: Racer
Star Wars: Racer



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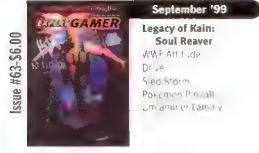
Ape Escape
Ape Escape
Ape Escape
Ape Escape
Ape Escape
Ape Escape
Ape Escape
Ape Escape



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Pokémon Snap
Pokémon Snap
Pokémon Snap
Pokémon Snap
Pokémon Snap
Pokémon Snap
Pokémon Snap
Pokémon Snap



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Legacy of Kain: Soul Reaver
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Legacy of Kain: Soul Reaver
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Legacy of Kain: Soul Reaver



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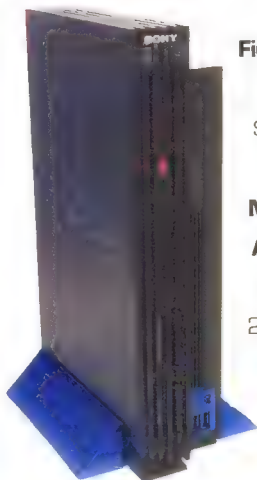
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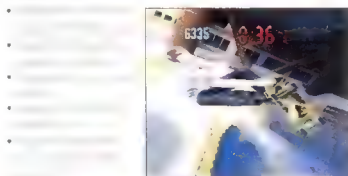
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